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MARCH '92 ISSUE 124

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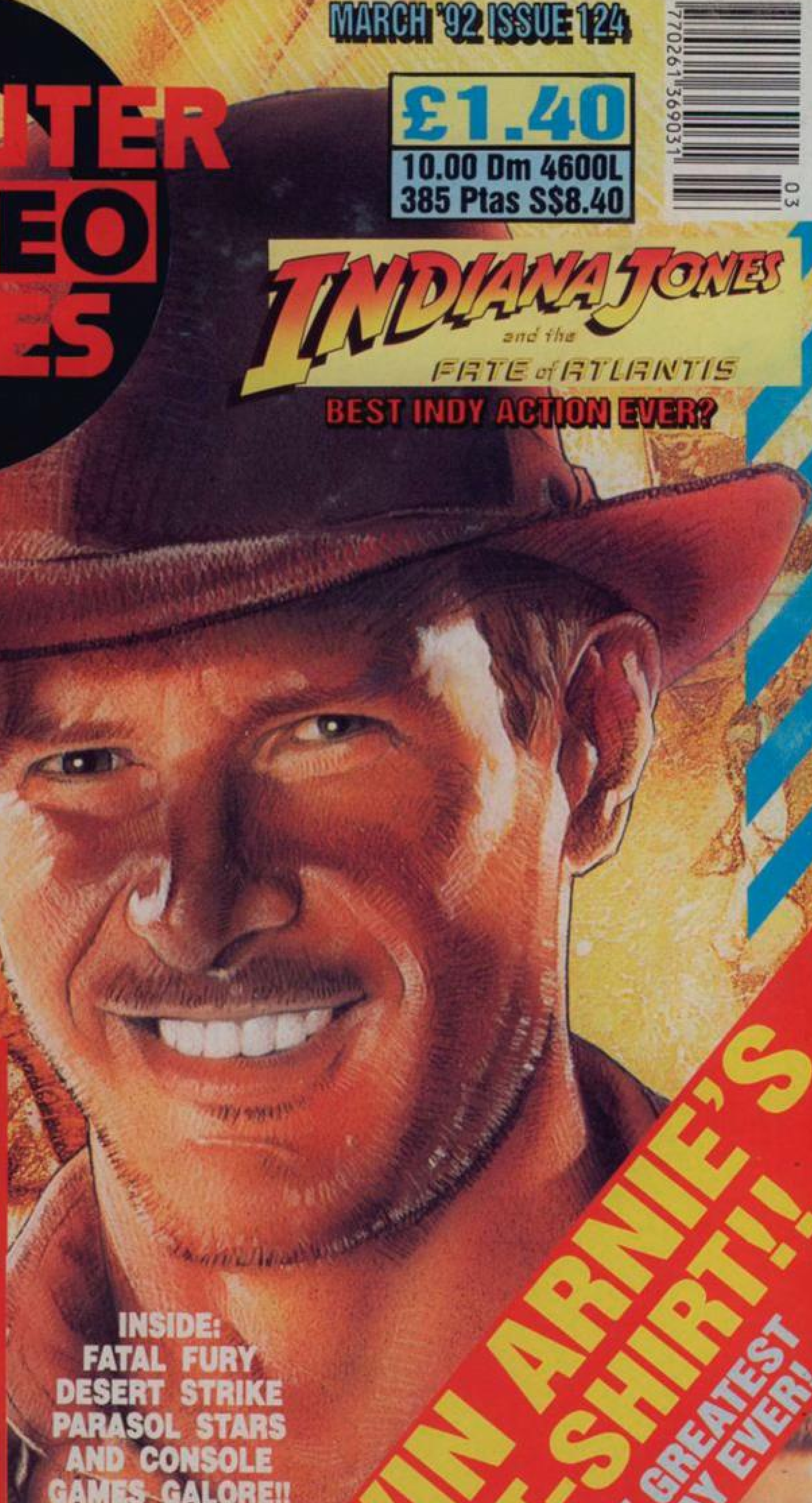

INDIANA JONES and the FATE of ATLANTIS

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ISSUE 5 MARCH 1992

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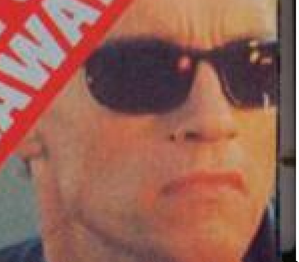
INSIDE:
FATAL FURY
DESERT STRIKE
PARASOL STARS
AND CONSOLE
GAMES GALORE!!

WIN ARNIE'S T2 T-SHIRT!!

IT'S THE GREATEST GIVEAWAY EVER!



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THE MARK

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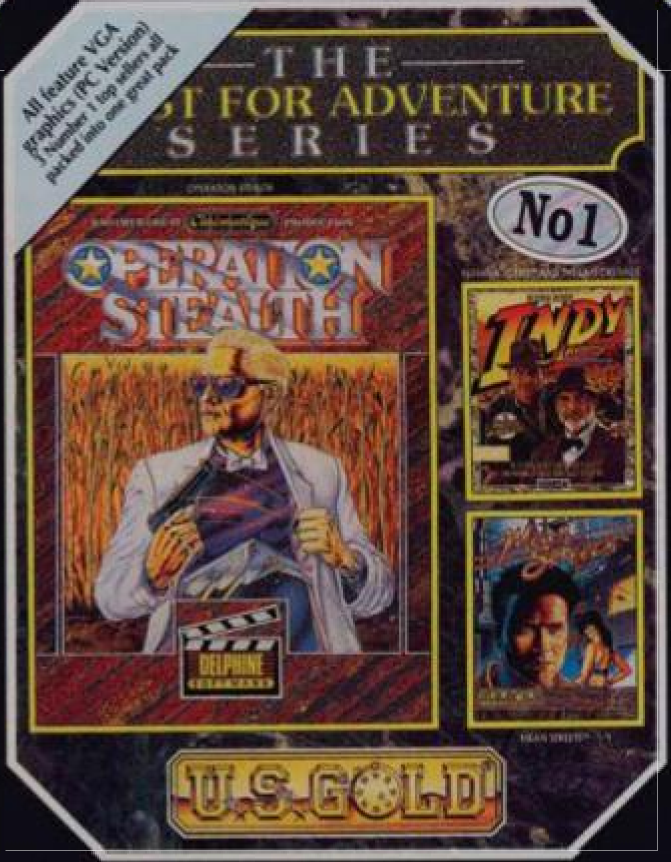
THE QUEST FOR ADVENTURE SERIES No. 1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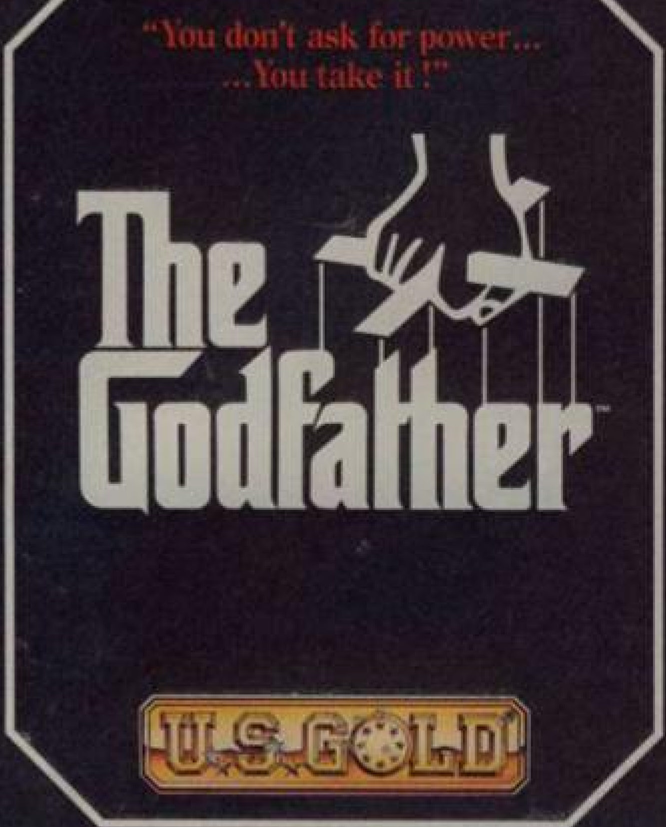
OF A WINNER

THE GODFATHER™ – ACTION GAME


"You don't ask for power...
...You take it!"
The Godfather™
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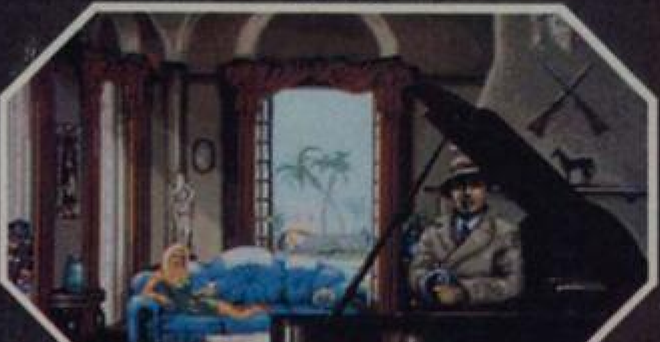
AMIGA



THE GODFATHER™ - THE ACTION GAME
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- *Digitised sound effects.*
- *Full colour allowing stunning detail and realism.*
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- *Collect hidden bonuses to advance through the game.*

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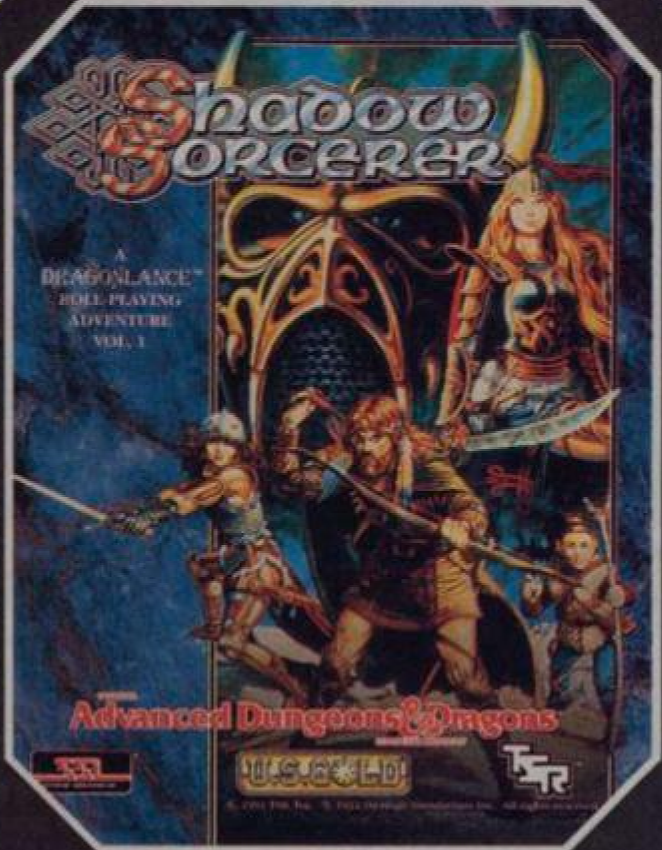
SHADOW SORCERER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A DRAGONLANCE™ ROLE-PLAYING ADVENTURE VOL. 1
Advanced Dungeons & Dragons
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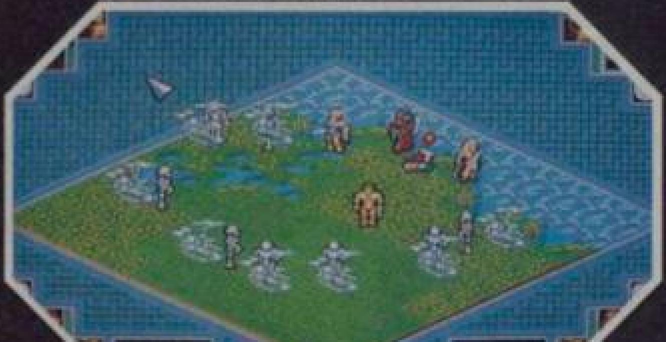
ATARI ST



SHADOW SORCERER
This new concept in role-playing adventures means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

- *100% "Point 'n' click" icon control.*
- *3D isometric play area giving you more control in the playing environment.*
- *Control up to 4 characters in a life or death struggle against evil.*
- *Hexagonal grid, wilderness map for outdoor confrontations.*
- *3D "animated miniatures" represent your cast of characters in real-time combat action.*

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MARCH 92 ISSUE 124

WIN ARNIE'S OWN T2 T-SHIRT!

AMAZING! We've got hold of the actual T-shirt as worn by Arnold Schwarzenegger in Terminator 2 - Judgment Day - and we're GIVING IT AWAY to the oh so lucky winner of this stunning compo! How do you enter? Go straight to page 26 and bloody well find out! You can't afford to miss this one!

MEGADRIVE
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THRASH RALLY 96

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ED FIRST 6

Move aside, Milk Tray man. Because the ladies love Tim Boone, and he's got much more to offer than a soggy box of choccies. Wit, charm, good looks. You name it, he hasn't got it...

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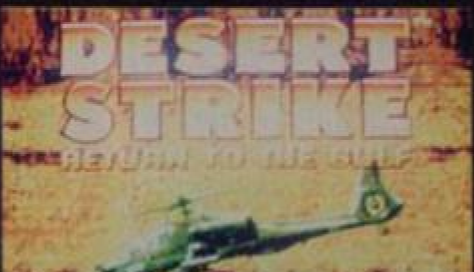
Double Dragon II GO! 19
ELEVATOR ACTION GO! 21
NASCAR RACING GO! 22

GAME GEAR
Wagon Land GO! 6
Joe Montana Football GO! 18

GET INTO GO! FAB FIFTH ISSUE!

Another incredible helping of the greatest FREE mag in th universe! Ghostbusters - the phantom-smashing foursome the front of Britain's best hand-held mag in a Game Boy versio of the smash hit movie Ghostbusters 2! Look out too for th brilliant Wagan Land on the Game Gear, perfect pinball in Tim Cruise II on the GT and oodles of news and previews straigh from the CES in Las Vegas! If it's hot, it's right here!

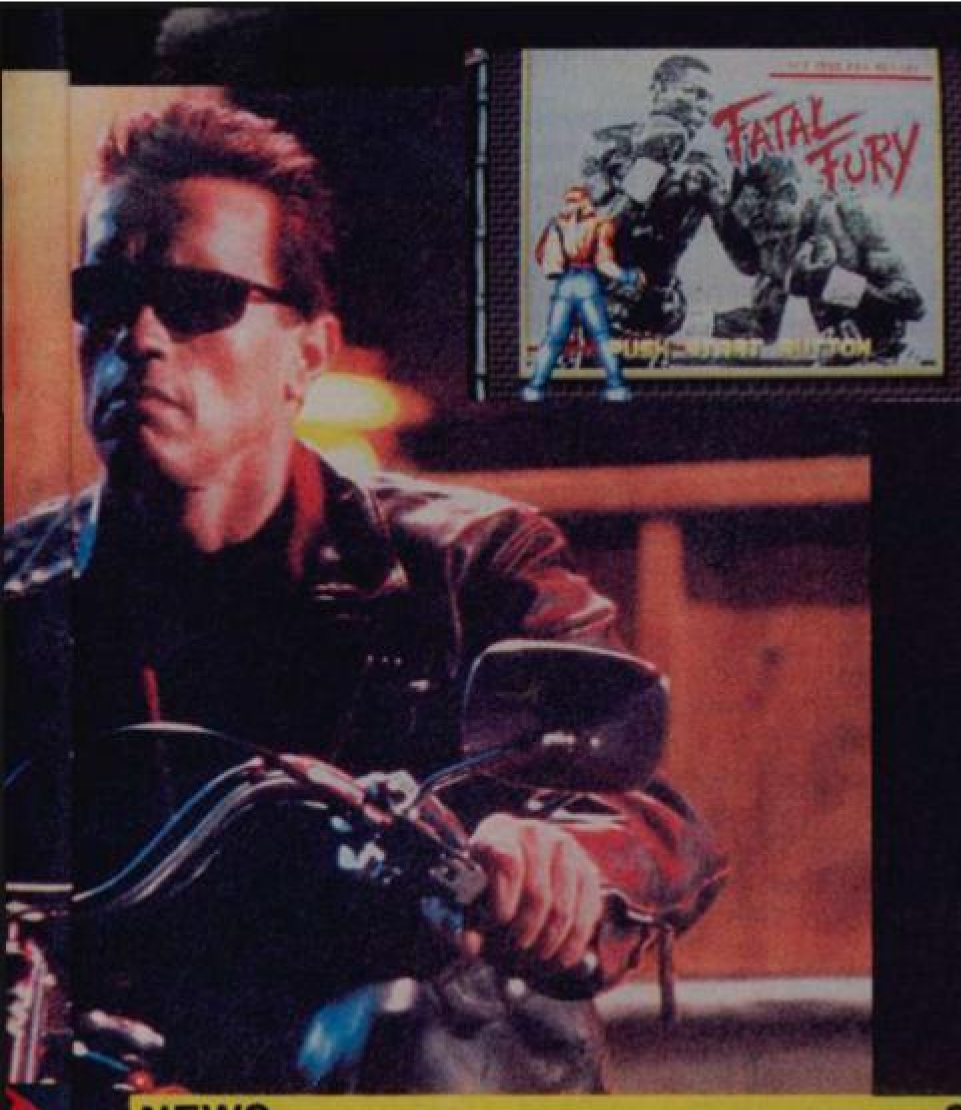


John Wood from Wednesbury, West Midlands is the hero behind these fabby pix!

EDITOR
TIM BOONE
(100 per cent fashion)
"Years ago I used to own this enormous pair of Beetlecrusher shoes with soles so massive I could hardly walk. I wore them with my Bay City Rollers T-shirt and tartan flaired trousers and thought I looked dead 'ard. In fact I looked like a reject from a plastic turd factory."

DEPUTY EDITOR
FRANK O'CONNOR
"I used to have this really stupid pair of flaired cords with enormous purple patches all over them. They were massive and whenever I walked down the street everyone would stop and stare. Then they would start laughing and I never knew why..."

ART EDITOR
JON BILLINGTON
"I used to have this enormous bright red and black mohair jumper that made me look like Dennis The Menace. I wore it all the time and the hairs used to come off and give me asthma, but I thought I was so cool and it's only now I realise what a pranny I was."



NEWS 8

Did you know that you can get a Big Mac, fries and a regular soft drink for only £2.88? Isn't that amazing? Not when you discover some of the happenings throughout the kerr-raazzzy, mixed-up world of computer and console games - now THAT'S amazing!

THE 10TH ANNIVERSARY GOLDEN JOYSTICK AWARDS! 15

They're back! The EMAP Golden Joystick Awards are the big One-Zero this year and, to celebrate, we're offering one lucky reader a staggering FIVE HUNDREDS POUNDS worth of software for his or her format! But you've got to be in it to win it - find the details and the voting form inside!!

THE MAN WITH THE HAT'S A HIT! 36

Everyone's favourite adventurer makes a long-overdue return to the games scene! Indiana Jones and the Fate Of Atlantis is a completely original action game starring the whip-crackin' wonder. We take it to bits in another CVG Exclusive AND take a peek at the forthcoming Lucasfilm adventure of the same name. Wow!

STAFF WRITER
PAUL RAND

"I used to have this big collection of really crap old jumpers. They all had holes in and they were really horrible colours like bright yellow. All of them had beer and fag stains and they were totally crap - so I suppose I'd better stop wearing them..."

MANAGING EDITOR
JULIAN RIGNALL

"When I were a lad I used to go to this really trendy disco called Tots to Teens in Stevenage and I had this crushed velvet jacket that made me look like a complete spaz. If that's not enough I had these huge flaired cords to go with it and everyone thought I was John Travolta's lovechild..."

DONALD AND DAVY STOTT'S HOTLINES 21

Oh, Donald. I can't remember what prizes are being given away in the Hotlines this month. Aw Davy, man. You've been struck by Hotline Prize Disrememberance, haven't you? The prizes are a Super NES, a Megadrive, a PC Engine and a Game Boy. Hey, Don, that Game Boy stinks of marzipan. Marzipan's private, Davy. Anyway, that's quite an acrid, vinegary smell.

YOB'S MAILBAG 45

This month CVG's odious orator has taken time out to verbally abuse and generally laugh at some of the more unfortunate cretins who read the mag. Are you one of the pathetic few who our man YOB has decided to destroy in this issue's Mailbag? Find out!

PAUL RAND'S DODGY FASHION CHEAT MODE 53

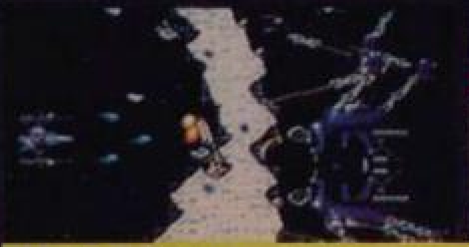
Roll up! Roll up! It's the greatest hints section on Earth! Your cheatmaster and all-round good guy Paul Rand will be taking you lucky people on a roller-coaster ride of tips, tips and more tips - can your brain take the strain?

NEO GEO GREATS! 64

A couple of new carts have just been released for the mega-hard Neo Geo: Streetfighter 2 clone Fatal Fury and Final Fight look-a-like Robo Army. The CVG lads take these white-hot goodies apart - 'cos that's what we do best!

SADIE'S SCORES 67

It's Official UK High Scores time again, as Britain's meanest momma, Sadie, wades through your entries, picks out the highest achievers and pours scorn on the sad simpletons who have to make up a score in the vain hope of slipping through the net. No chance.



MEGA CD - THE FIRST GAMES! 70

YES! No sooner do we take delivery of a spanky new Sega Mega CD, than we've been and got the first two CDs available for this wonder-machine! Are they worth the effort, or do you want to eat your dinner off them?

ARCADE ACTION 81

Something a bit spesh this month - the CVG and Mean Machines crew toddle themselves off to the Trocadero Funland for incredible EIGHT-PLAYER thrills 'n' spills on the new Final Lap 2 coin-op! It's incredible!

PREVIEWS 90

Space Gun, Parasol Stars, Indy 4, Leisure Suit Larry 5 - games so hot that you'll have to tip a bucket of water onto your copy of CVG before it sets fire to your house! They've all been wrapped in asbestos and inserted into this month's Previews - miss them at your peril...

ADVERTISING MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sadler MARKETING MANAGER: Marc Swallow PUBLISHING DIRECTOR: Graham Taylor SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING GO!): CVG Subscriptions, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING FUN FOUNTAIN: CVG Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 6222 FAX: 071 490 0991 PRINTED BY: Katy and pals at Kingfisher Web Ltd, Fengate, Peterborough COLOUR BY: Claire and chums at Proprint, London E13 and all the boys at Colourtech, London E2 TYPESET BY: Patrick Moore and his incredible metallic bathing cap DISTRIBUTED BY: BBC Frontline and their amazing ABCs of joy (C) COPYRIGHT: COMPUTER AND VIDEO GAMES 1991 ISBN No: 0261-3597. QUICKIE QUIZ: Who's sad, lonely and stupid enough to be reading this? HELLO TO: Everyone who's sad, lonely, stupid and smiling right about now...

ED-FIRST

Welcome to another jaw-droppin', ears poppin', hip-hoppin' issue of the world's greatest games mag! Inside these fun-filled pages you'll find literally hundreds of the hottest games on the planet - and CVG's first with 'em all!

But before you flood your incontinence pants with pure delight, check out the fab fifth issue of Britain's one and only hand-held magazine - completely and utterly FREE! Inside this month's GO! you'll find more mini-console action than anyone can handle, and it doesn't even cost one single pee!

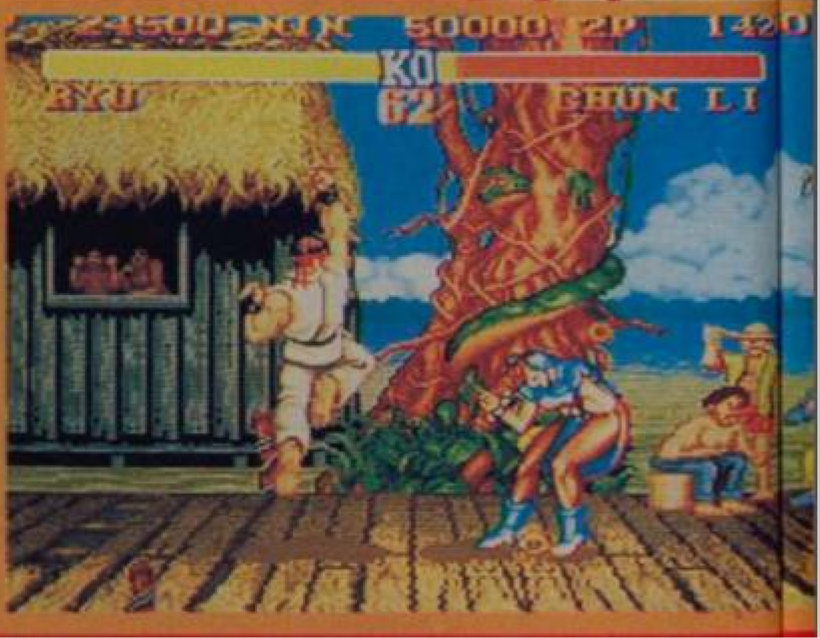
This month CVG goes compo crazy with the greatest giveaway in the history of games magazines - we're actually giving away the T-shirt Arnold Schwarzenegger wore in Terminator 2! Incredible, we know, but we've got the GENUINE XL article - worn by the great man himself and completely unwashed - and it could be yours! Gobsmacking though it is, this incredible compo is just the start of a whole heap of utterly amazing CVG giveaways. Watch this space!

Talking of which, CVG's getting better and better all the time - and something VERY special will be happening to the mag very soon! There are outrageously brilliant plans in the pipeline for the world's greatest games mag, and you're not gonna believe how good we're going to be! Stay tuned to this spot for more news next month, but for now enjoy yourselves and keep those letters coming in!

Tim...

STREET-FIGHTER II FIRST EVER PICTURE!

Here it is - the first picture of **Streetfighter II** on the Super NES! Unveiled by Capcom at the Las Vegas CES, SF2 is looking gobsmackingly brill - and you can read all about it in our show special in the News pages! What are you doing reading this? Turn straight there and check it out NOW!


50000
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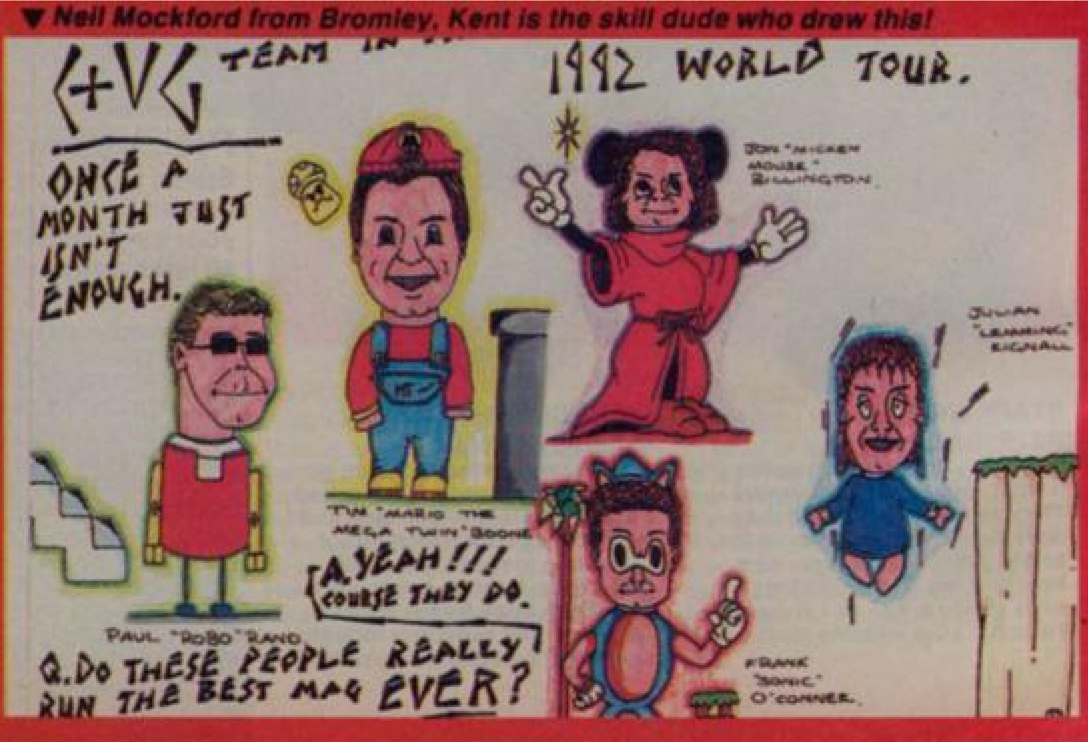
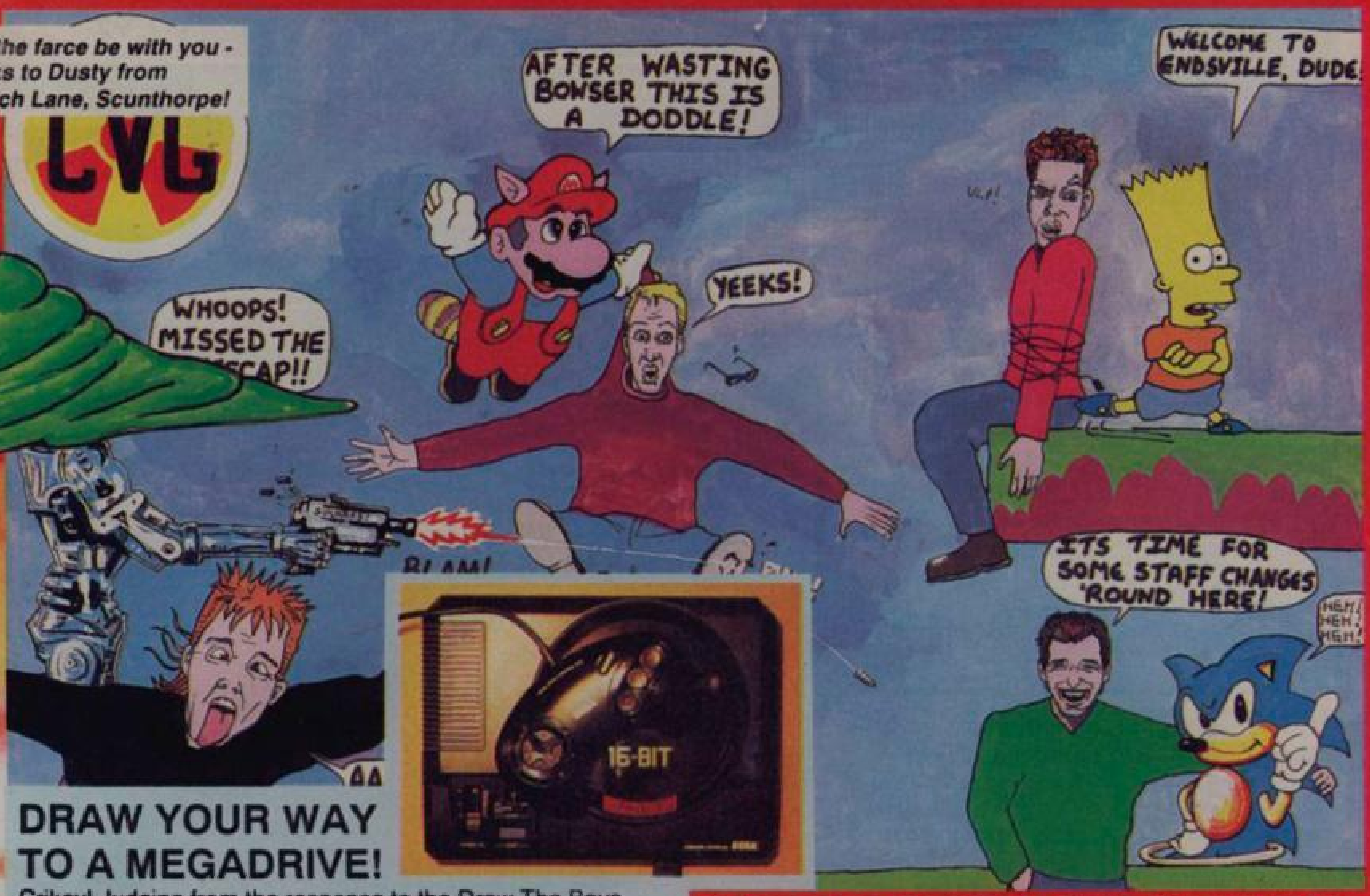
RYU
CHUN LI

▼ Neil Mockford from Bromley, Kent is the skill dude who drew this!


C+VG TEAM
1992 WORLD TOUR.
ONCE A MONTH JUST ISN'T ENOUGH.
JON "MICKEY MOUSE" BILLINGTON
JULIAN "LEMMING" RIGNALL
TIM "MARIO THE MEGA TWIN" BOONE
A. YEAH!!! COURSE THEY DO.
PAUL "ROBO" RAND
Q. DO THESE PEOPLE REALLY RUN THE BEST MAG EVER?
FRANK "SONIC" O'CONNER.

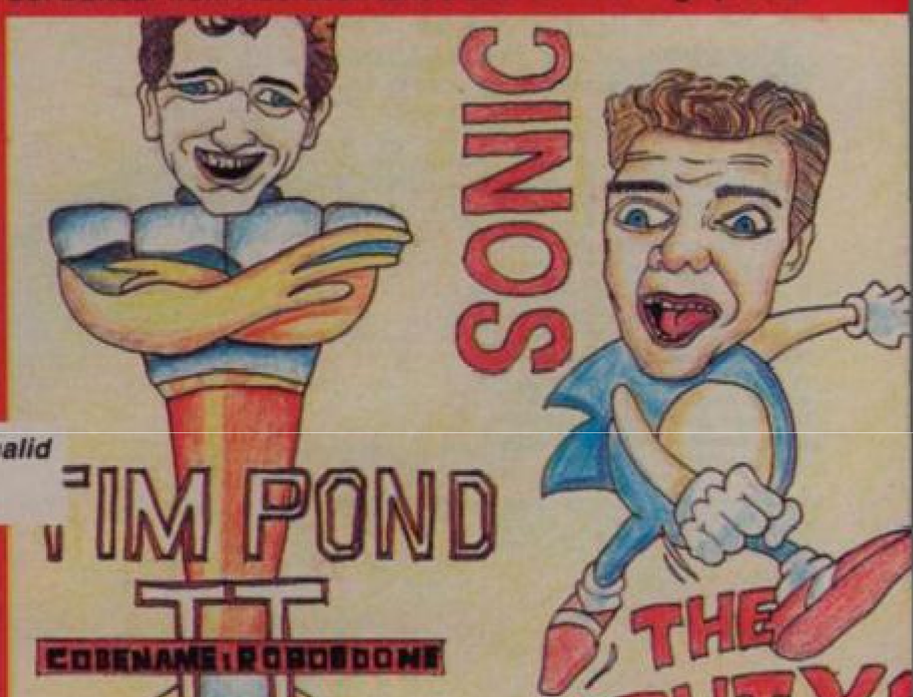
May the farce be with you - thanks to Dusty from Church Lane, Scunthorpe!


CVG
AFTER WASTING BOWSER THIS IS A DODDLE!
WELCOME TO ENDSVILLE, DUDE!
YEEKS!
WHOOPS! MISSED THE CAP!!
BLAM!
ITS TIME FOR SOME STAFF CHANGES 'ROUND HERE!
HEH! HEH! HEH!
16-BIT
AA

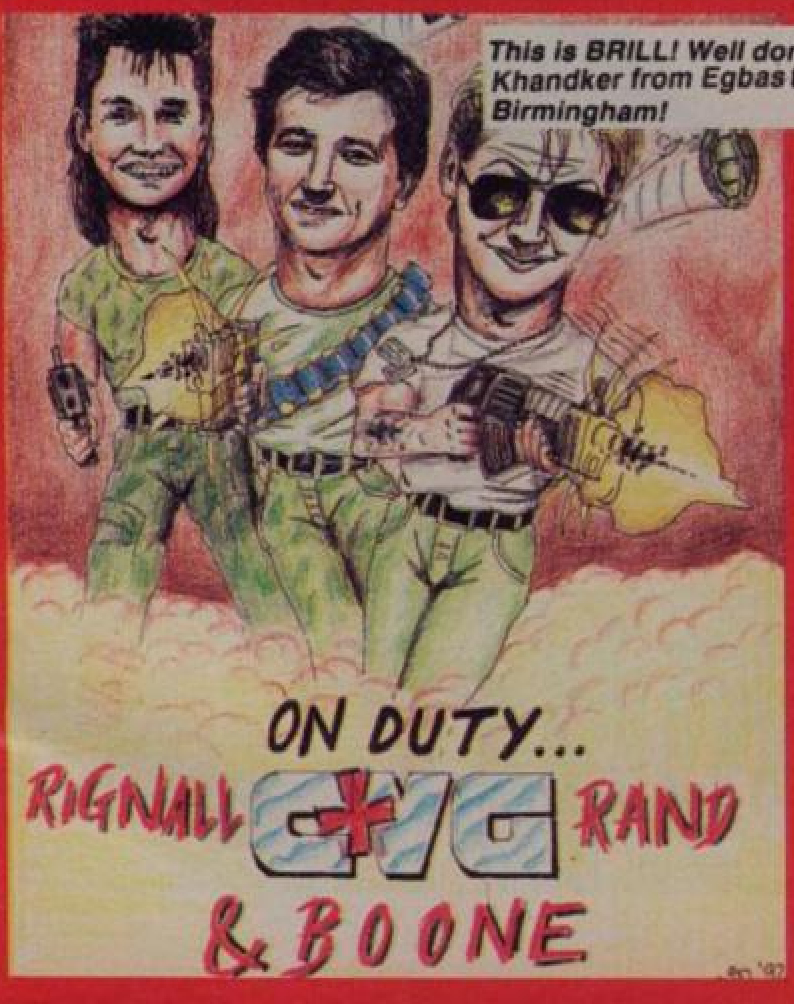
Col Dunbar from Aberdeen take a bow for this mega pic! ▲

DRAW YOUR WAY TO A MEGADRIVE!

Crikey! Judging from the response to the Draw The Boys compo we've been running, just about everyone who reads the mag has entered! If you happen to be the waste-of-time thicko who doesn't know what I'm talking about - yes YOU, Martin Shawcross of Kettering - we want you to draw fun-filled piccies of the **CVG** boys: just like the ones on the Review pages! There's a spanking new Megadrive (with Sonic thrown in) for the very best of the lot and free software to whovever we reckon should get some! Here are a few of the entries and we'll be printing loads more over the next few issues. So get those drawings off to: **I'M SKILL SO GIMME THE MEGADRIVE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Last chance!


SONIC
TIM POND
II
CODENAME: ROBOBDONE
BY ARCHY
THE DEPUTY-E

▲ *Marc Archer's your main man for this fab laff!*

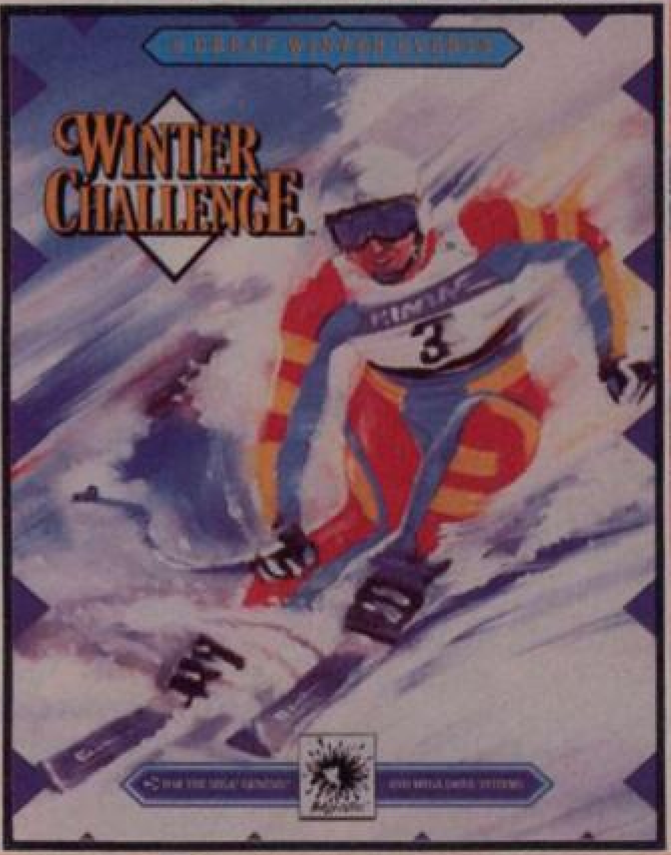

ON DUTY...
RIGNALL CVG RAND
& BOONE

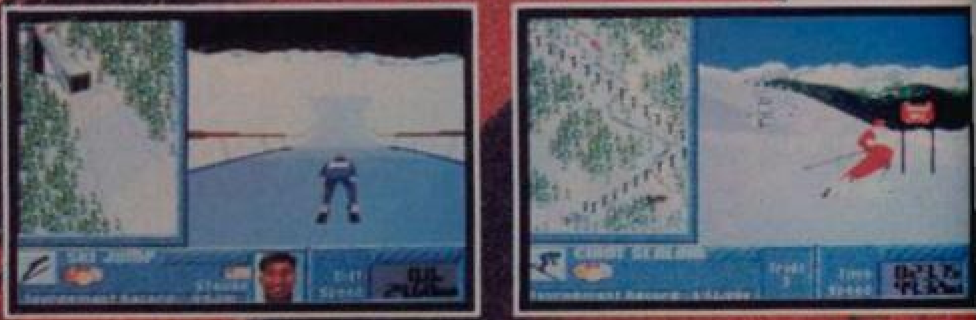
This is BRILL! Well done Khalid Khandker from Egbaston, Birmingham!

THE QUESTIONNAIRE STRIKES AGAIN!

Bloody hell! It's been a paper mountain at **CVG** Towers for the past month while your Questionnaire forms flooded in! Post room heroes Rob 'n' George spent so much time sorting 'em out they didn't have enough time to get beaten at Kick Off 2! Anyway, in case you haven't filled yours out yet, dig out last month's ish and do it right now! We've got a staggering **ONE THOUSAND POUNDS** of free software to share between the first five out of the hat, and we'll print the names of the first 100 right here in the mag! So what are you waiting for? Get those Questionnaires in now!

Available on your Mega Drive - February '92





WINTER CHALLENGE

Experience the rush of competing in eight breathtaking events, from high speed downhill drama to the knife edge dangers of the Luge. Every time you play, you'll be pushing yourself to go a little faster, jump a little further - just wax those skis and get ready to fly!

93% MEGA ZONE **85%**
GAME ZONE MEAN MACHINES

"One of the best reasons to buy a Mega Drive yet. Brillo graphics and playability make this game a true classic. It's the biz."

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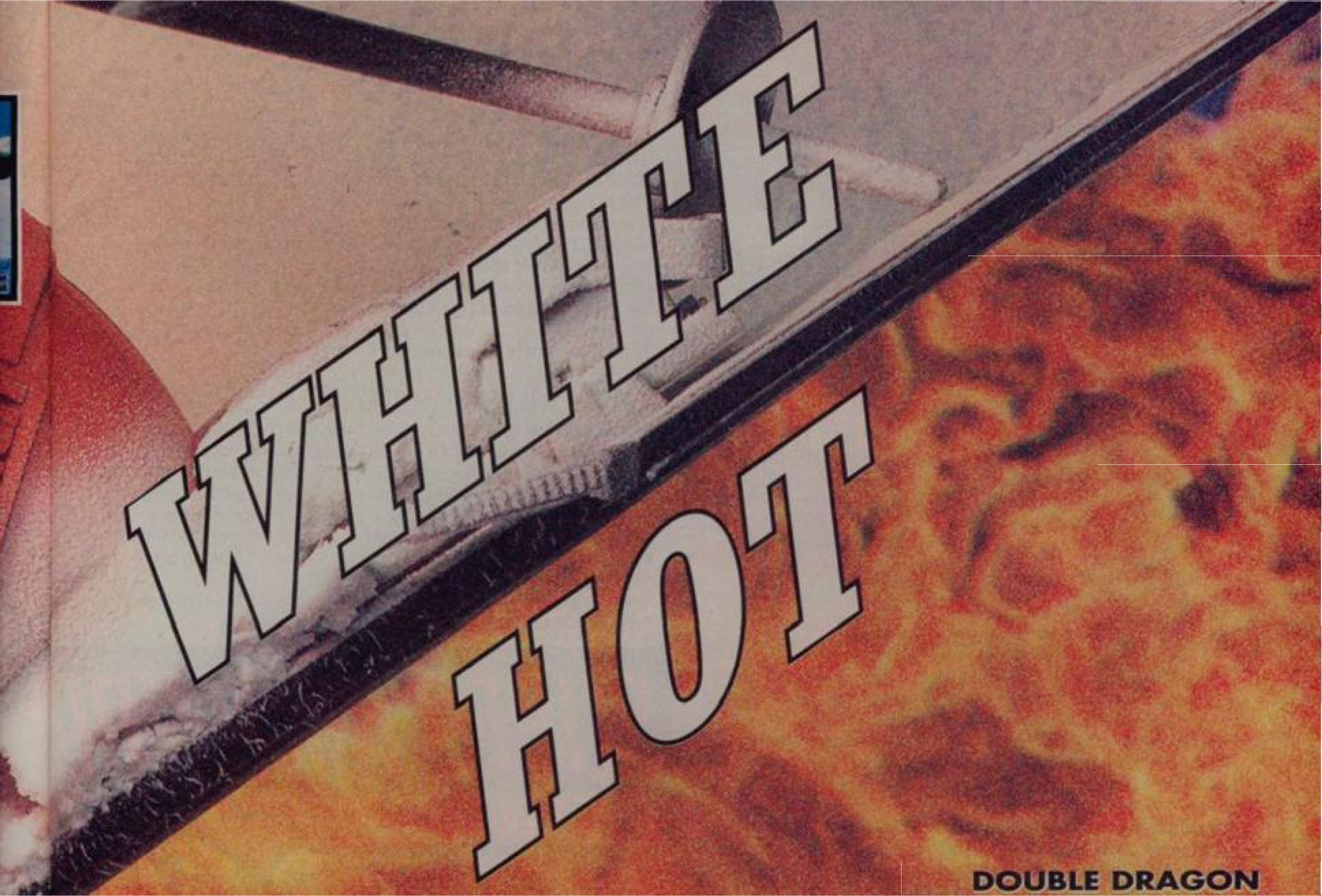

DOUBLE DRAGON

Your honour is at stake and survival is in your own hands as you fend off a gang of ruthless thugs who are prepared to fight to the end. Only a combination of lethal martial art skills and a belief in your abilities will give you a fighting chance.

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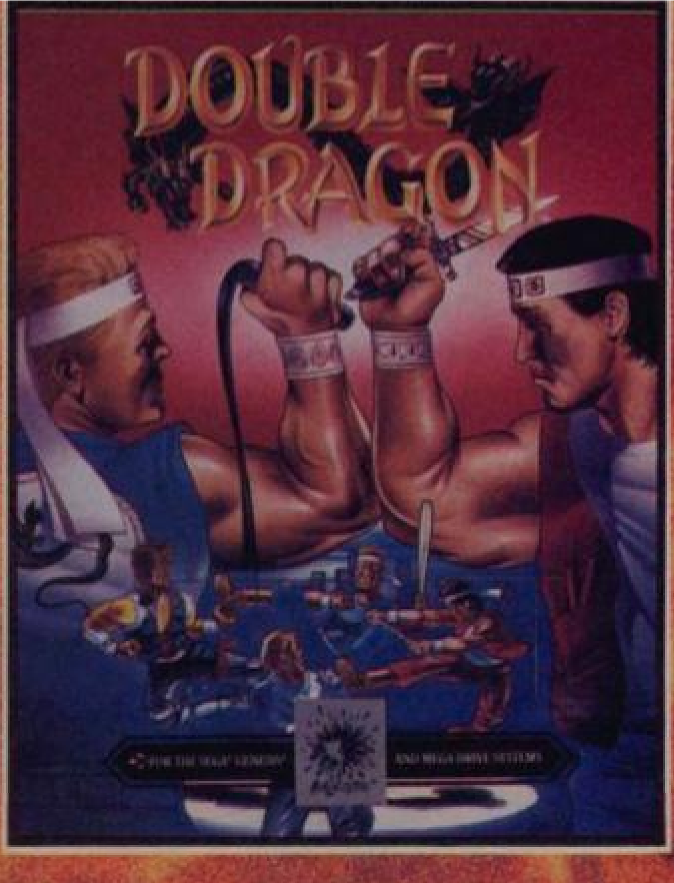


Available on your Mega Drive - February '92

NEWS

SPECIAL REPORT

OFFICIAL! UK SUPER NES! (IT'S A SUPER FAMICOM!)

The merry month of May will be a biggie for Nintendo fans across the land when Nintendo unleashes the official UK Super NES onto these shores - with more than a few surprises thrown in. So before your trousers burst with excitement, here's TIM BOONE with all the facts...

SUPER NES - THE FACTS REVEALED!

Hold onto your hats, 'cos the news is big for Super NES fans awaiting the offial launch of the UK machine. First, it's definitely going to be released in this country in May. Second - it's not going to look like a Super NES at all. In fact, it's going to look incredibly similar to the Japanese Super Famicom and it will NOT be compatible with American or Japanese games. Crazy old world, huh?

Internally the machine will be identical to its American and Japanese cousins (except, of course, it'll be configured to run on UK PAL tellies), but it's going to look pretty much like the classic Super Famicom we know and love. But here's the really strange bit - it'll use controllers very similar to the Super NES joypads, all colour co-ordinated to look dead nice on your table-top!

SO WHAT DOES IT LOOK LIKE?

Confused? You won't be once you realise that the Super Famicom, Super NES and UK Super NES are basically the same machine inside different boxes. Quite simply, the powers that be at Nintendo decided that the UK version of the machine is best suited to the Super Famicom look.

So the official UK SNES will look like this: a Super Famicom called a Super Nintendo Entertainment System on the box with American-style control pads and a newly-shaped cartridge slot to stop people playing grey imports. But you can bet your bottom dollar somebody will come up with a converter like they always do...

The Japanese Famicom - A British Super NES will look quite a lot like it!

THE BATTLE BEGINS!

Nintendo have marked 1992 down as the year they do great things with the SNES in Britain - tackling the mighty Megadrive head-on, Mega CD and all. If all goes according to plan, Nintendo reckon they'll be launching a CD drive for the American SNES in 1993 at the ridiculously low price of $199 (about 130!).

Meanwhile Sega are gearing up for the official launch of the Mega CD in Britain in autumn this year, and they'll be releasing some topper titles (including, for certain, **Sonic II** on the Megadrive!) throw down the gauntlet. It looks like the stage is set for a real ding-dong battle between the two giants for the title King Of The Consoles - and at the end of the day it's YOU who decide who wins!

HOW MUCH WILL IT COST ME?

The official UK SNES will sell for £149, with the utterly fabby Super Mario World thrown in free, gratis and for nothing. Other early official titles will include **Sim City**, **F-Zero** (both pretty fab) and the utterly fab and completely superb **Super Tennis** - the Tonkin House classic which has gone down in the **CVG** Hall Of Fame as one of the greatest two-player laffs ever! Other titles will follow soon after, probably kicking off with **Actraiser** (cool), **R-Type** (super cool) and **Super Ghouls and Ghosts** (everyone likes it except Paul Rand and me). Prices will hovver around the £40 mark.

SUPER NINTENDO

ENTERTAINMENT

LUMME! LET'S HEAR SOME MORE, MATEY!

So, stay tuned to this very spot for more info on the mother of all console battles the very microsecond it comes our way. And why not drop us a line if you've got any views or questions about the whole thing at: **THE SUPER MEGABATTLE, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** We'll print a selection of the best and throw in a hundred quid's worth of software for the top of the lot, so get scribbling!

Pilotwings
SIMCITY
FINAL FIGHT
POPULOUS

THE FIRST PC TO BREAK THE SOUND BARRIER.

We gave the Amstrad PC5286 all the best features you need for serious business use and great games entertainment.

Then we gave it features which were unheard of.

16MHz SPEED – NO COMPROMISE

We built the PC5286 around an ultra-fast 16MHz 286 processor, so you'll have all the speed you need to get through the business of the day, with enough time to play around.

A massive 1 megabyte of RAM, 40 megabyte hard drive and 1.44 megabyte 3.5" floppy disk drive combine to make best use of this computing power – the PC5286 is built to perform.

SUPERB VGA GRAPHICS

As you'd expect, the PC5286 also offers state-of-the-art graphics with a 14" high quality VGA monitor which will display up to 256 colours from a palette of over a quarter of a million.

Terrific for business applications, but all that colour is wasted on games if you've got no sound capability.

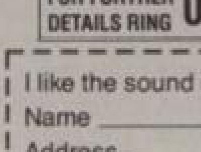
TWIN SPEAKER SOUND

So we gave it a sound system that makes it unique.

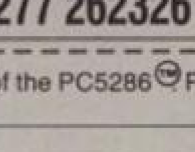
Its fully 'Ad-Lib' compatible soundcard with twin external speakers gets you closer to the action, bringing a whole new dimension of enjoyment to your PC.

THE COMPLETE SYSTEM

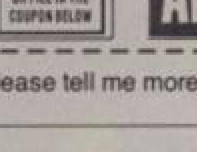
The Amstrad PC5286 Family Pack comes with everything you need for both work and play. Microsoft Works, the market-leading integrated business software package, is included together with three of today's latest and greatest games. Also supplied are a fully featured keyboard, mouse, MS DOS 3.3 and a precision analogue joystick. To top it all, for ease of use, the PC5286 comes with 'Counterpoint', the outstanding user-friendly graphical interface.



LINKS



F-15 STRIKE EAGLE II



PRINCE OF PERSIA

MICROSOFT WORKS

So at an incredible £799* inc VAT, the PC5286 Family Pack has to be a sound proposition.

AMSTRAD

FOR FURTHER DETAILS RING 0277 262326 OR FILL IN THE COUPON BELOW

I like the sound of the PC5286 Please tell me more. CVG3

Name __________

Address __________

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Coupon information may be kept on a database. This may be passed to your Amstrad dealer, if you object please tick box ☐

Send to: Amstrad plc, PO Box 462, Brentwood, Essex CM14 4EF Tel: (0277) 262326.

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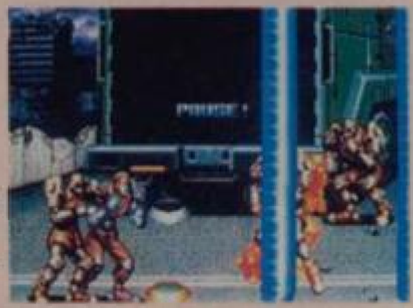
Available from selected branches of Allders, Dixons, John Lewis, Rumbelows, Rymans, Wildings and over 3,000 registered Amstrad dealers.

NEWS

NOW THE NEO'S A PAL!

It's the biggest, spankiest console around. Its games are massive, with a price to match and it's only been available through grey importers. Up until now, that is. It's the Neo Geo - and now everyone can experience the Rolls Royce of consoles 'cos it's now available as an official UK PAL machine! The conversion to PAL has had the Neo Geo's producers, SNK, pulling their hair out in large, greasy clumps - but now it's finally arrived!

If you didn't already know, here's the staggering tech spec of the machine: two main chips run the show - a 68000 and a Z80A, adding up to a staggering 24 bits of processing power! 4,096 colours can be displayed at one time from a palette of an unbelievable 65,536, which will come in handy when colouring in the incredible 380 sprites. Near-CD quality PCM sound completes the picture, the whole lot of which is used in games which can be as huge as 330 Megabytes - that's the equivalent of well over three hundred Megadrive cartridges!



As you'll know, there's a snag when it comes to possessing all this awesome power - the price. The basic unit costs £299.99, with games starting at a pretty ridiculous £99.99 and going up to an astronomically expensive £149.99.

Those are the official prices, but the mail-order companies have already got their deal heads on. Console Concepts, for example, are selling the official Neo Geo on its own for £290, or £390 with the game of your choice (and your Neo would look pretty silly without any software unless you enjoy turning things on and off for a laugh).

OFFICIAL NEO•GEO BIGGER•BADDER•BETTER SEAL

If all this is just a tad out of your price range, don't despair - official distributors DGM are busy talking to a variety of video and hardware hire shops in order to secure a rental deal on consoles and games. Just think - the power of a coin-op, with such wicked titles as Burning Fight and 2020 Baseball, in your own home. Now that's something to think about...

STREETFIGHTER '92 BURSTS INTO BRITAIN!

EXCLUSIVE!! Just as CVG was going to press this piece of gobtastic news flew into the office - **Streetfighter '92**! Yes, yes, yes - apparently the greatest arcade game in the history of coin-guzzlers has been given a bit of a revamp and could soon be hitting an arcade near you soon!

Details were thin on the ground as the CVG bloodhounds sniffed out the news, with lots of cards being played closely to chests. However, informed sources tell us not to expect a fully-fledged seqeul but a beefed-up version of everyone's fave beat 'em up.

We reckon this could involve some new characters to scrap with (and new moves to master) together with tweaked graphics and backgrounds. However, this is nothing more than informed speculation nobody knew diddlysquat as we put the mag to bed 'cos the machine was due to be premiered at the ATEI arcade show.

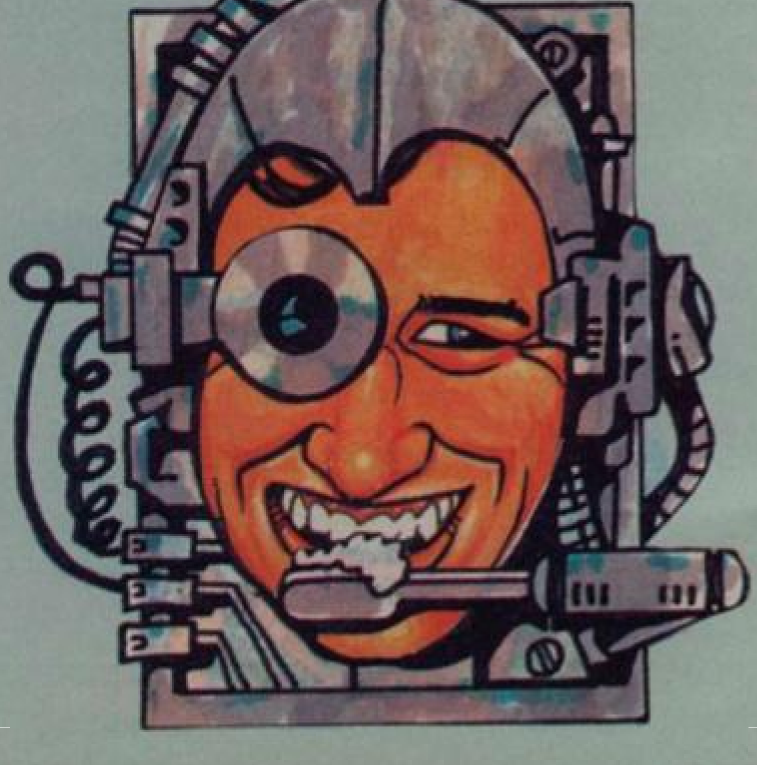
So, if this news has you slobbering all over the carpet, make a date to grab the next issue of **CVG** the second it hits the stand, 'cos that's when we'll have the full in-depth report on what could be the arcade event of the year.

GAMESMASTER GOES FOR THE GOLD!

It's Britain's first ever all-computer games TV show, and by all accounts it's a bit of a runaway success. Millions of gamers are tuning in to Gamesmaster and the Channel 4 phone lines are jammed with calls after every show.

Faced with the prospect of actually meeting the incredibly famous **CVG** crew, we thought the celebs put up a pretty good show and didn't let fame go to their heads at all. None of them passed out with excitement, but one or two could well have passed things it would be best not to go into...

Anyway, if you're sad and stupid enough to have missed all the televisual treats up to now, keep hitting yourself over the head with something blunt and reasonably heavy until you remember it's beamed out at 6.30pm on Tuesdays - so now you can switch over straight after Neighbours!



NEWS

WWF
SUPER
WRESTLEMANIA

WWF - IT'S A SMASH!

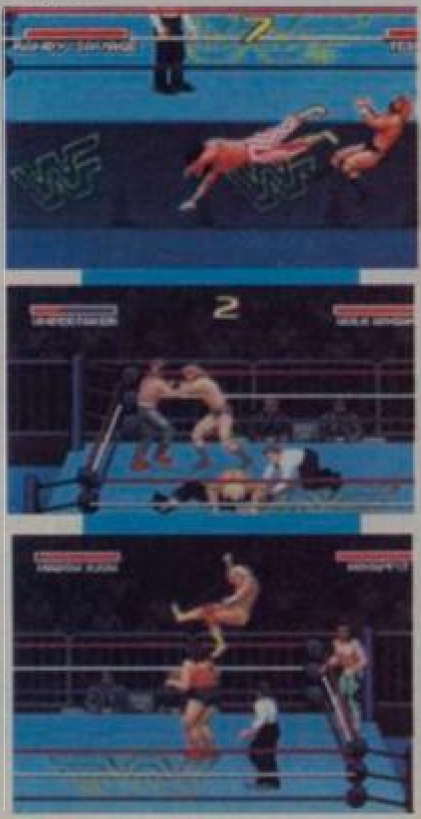
Here's news of few pretty super Super NES products you'll be itching to get your hands on soon - 'cos they're all from the same company and all of them are looking pretty fab.

Games giant Acclaim have been in a whirlwind of activity lately, buying up top console licenses left, right and centre and even finding time to take over all the 16-bit games from the now-defunct Mirrorsoft into the bargain!

All of a sudden the US company has become a major noise in the UK games market, with a whole sackful of topper titles on the cards.

Just drool over these screenshots of **Smash TV** and **WWF** - Smash TV looks like a near-perfect acrcade conversion featuring just about every detail of the original, while WWF looks set for superstardom with a wide range of moves a brill graphic effects. Both won't be available until a bit later this year, but since we're so red hot we thought we'd give you a sneak preview anyway.

We're going to be having a look at the Super NES in quite a lot more detail pretty soon, so keep your fingers superglued to these pages for all the sticky stuff on the latest and greatest!



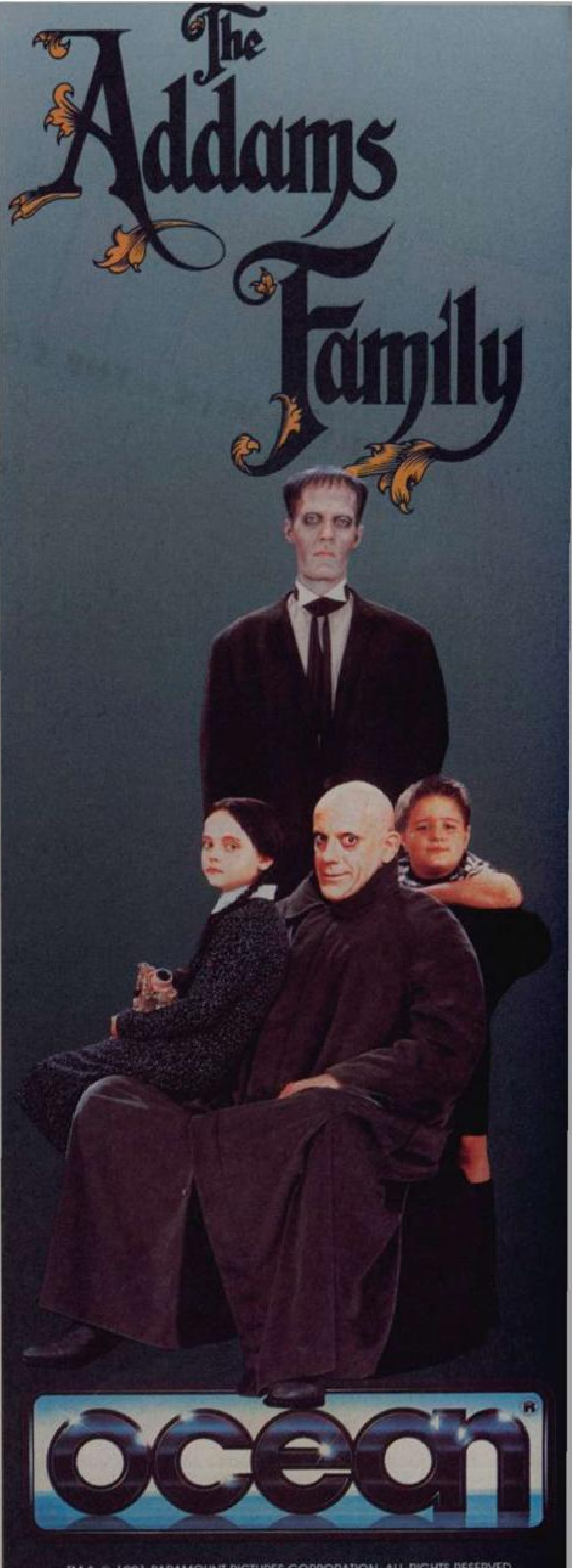
USG GRABS A GOLD!

It's got to be the biggest license of the year! Actually, it could be the biggest of the last four! Birmingham-based games giant US Gold has clinched the rights to **Olympics '92** - and the game should be racing its way onto a Sega system near you in time for the big event!

Programmers are currently beavering away on this mega-license spectacular, to be unleashed on Megadrive, Master System and Game Gear in early summer - just before we all go Barcelona barmy and stay up all night watching the pole vault on the telly!

We're told the game will feature a whole fistful of Olympic events, with plenty of waggling wonderment for budding athletes everywhere. Included in the line-up are 100 metres dash, pole vault, hammer throwing, high diving, swimming and archery to name but a few!

This could be the biggest game of the summer, maybe even the entire year, so keep those peepers plonked right here for more news the moment we get it.



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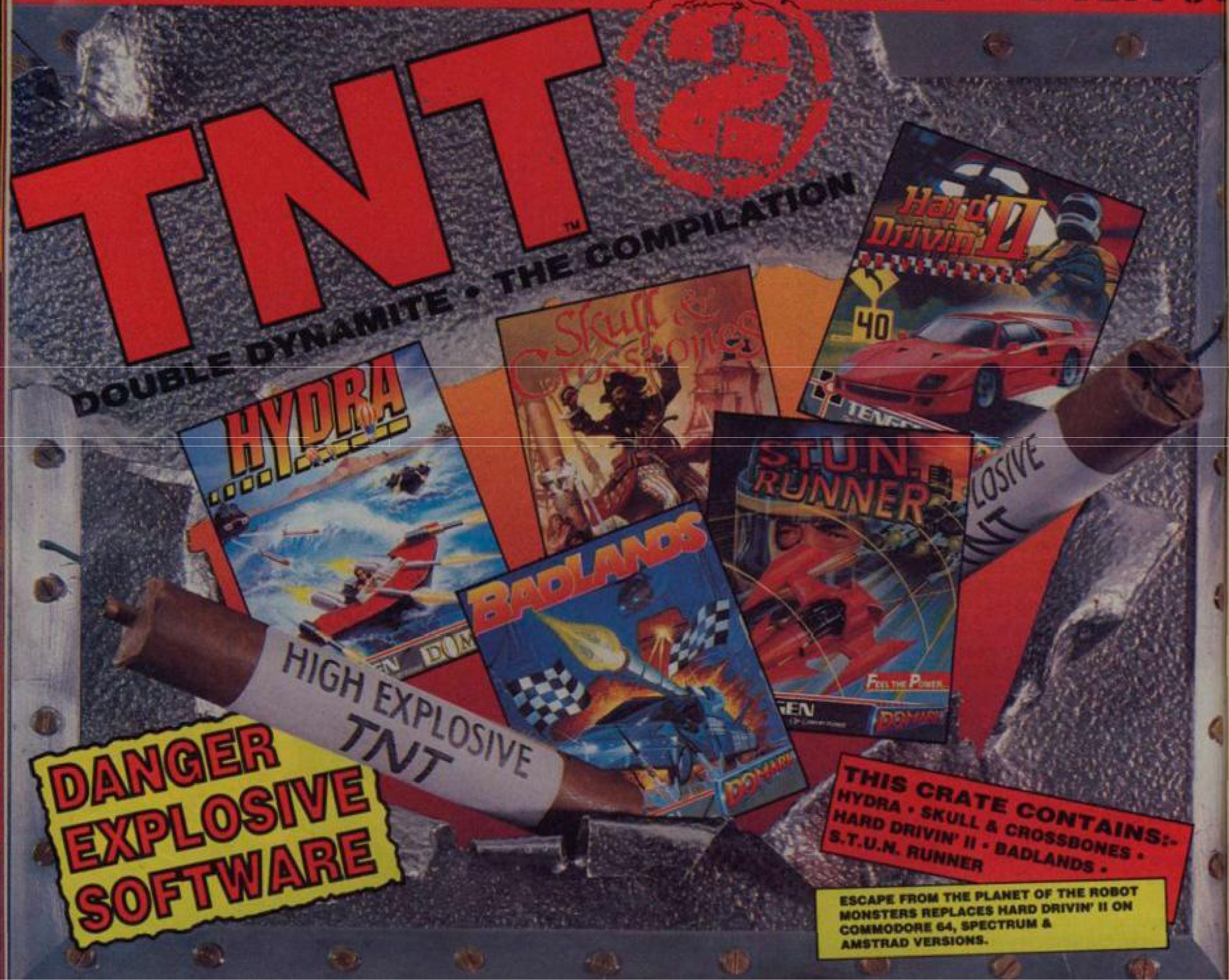
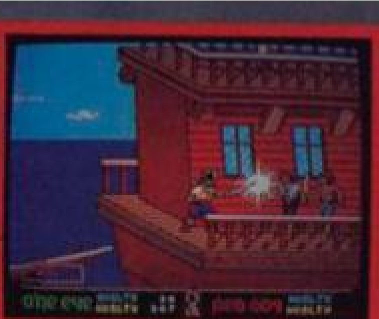
ANGER • DANGER • DANGER • DANGER • DANG



THIS CRATE CONTAINS:-
HYDRA • SKULL & CROSSBONES • HARD DRIVIN' II • BADLANDS • S.T.U.N. RUNNER

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS REPLACES HARD DRIVIN' II ON COMMODORE 64, SPECTRUM & AMSTRAD VERSIONS.



HYDRA

In the 21st century when the out-of-the-ordinary needs delivering (the Crown Jewels, Mutant Virus Strains – that sort of thing), there's only one person for the job – You!

In your supercharged Hydracraft, blast your way through enemy helicopters, boats, hovercraft, jet skis and zeppelins, keeping a careful eye out for a sinister terrorist called The Shadow. Based on the smash-hit coin-op, Hydra is non stop action all the way.

"Fast, addictive, arcade quality action". GAMES X

"Nice graphical presentation throughout". YOUR AMIGA

SKULL & CROSSBONES

Hoist the Jolly Roger and set sail across the seven seas in the most blood curdling arcade game you will ever play. There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed in this bloodthirsty battle to the death with the evil sorcerer and his henchmen.

"Addictive and fun to play" ST ACTION

"One to go overboard about!" ZZAP

HARD DRIVIN' II

Buckle up and step on the gas as Hard Drivin' II streaks onto your screen.
Hold on tight as you roar round four thrilling new circuits, or build your own using the unique track editor.
And there's more! Link your computer to a friend's Amiga, IBM PC or Atari ST for a head to head race to the finish. Hard Drivin' II is faster, meaner and even better looking than the award-winning original.
"A first rate racing game well worth getting your hands on" AMIGA COMPUTING
"The extra courses and the option to design your own add longevity to an excellent product". ACE

BADLANDS

A ruthless sport has evolved in the Badlands – Sprint Racing with weapons. Customise your hot-rod car with high-velocity missiles, speed, tyres and shields. It's all out war on the tracks; ruthless, destructive and fun for one or two players.

"Recommended without any hesitation". C & VG

"Frustrating, addictive, exciting, challenging, it will turn best friends into archenemies". COMMODORE FORMAT

S.T.U.N. RUNNER

Grasp the controls and enter the awesome three dimensional world of the Stun Runner – experience the thrill of racing at speeds of over 900 miles per hour in your armoured bobsled through the futuristic tunnels of the Stun network. Jump the ramps, annihilate the opposition with shock waves and follow the trails of bonus stars through to "The Ultimate Challenge".

"A good conversion of the coin-op's essential elements". COMMODORE FORMAT

"Good samples and fun futuristic theme". AMIGA FORMAT

DOMARK

Available on: Amiga, Atari ST, Commodore 64 cass & disc, Amstrad cass & disc, Spectrum • Amiga Screenshots • Artwork and Packaging © 1992 Domark Software Ltd.
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AND VOTE FOR YOUR FAVE GAMES!

IT'S THE

GOLDEN JOYSTICK AWARDS 1992

Here's your chance to shout for your fave games of the year - and win yourself FIVE HUNDRED POUNDS worth of free software into the bargain. It's time for the incredible Golden Joystick Awards! Trumpets, fanfares and applause all round, 'cos this is the Tenth Anniversary of the most prestigious awards in the computer games world - where YOU get to call the shots and dish out the gongs to the best games of the year!

It's a big occasion for the people behind computer games, who listen to what YOU'VE got to say - what you like and what you can't stand. And because it's such a special occasion, EMAP Images (the publishers behind CVG, Mean Machines, Megatech and loads of other skill mags) have put up this stonkalicious software prize.

To put yourself in with a chance of grabbing the goodies, here's what you've got to do: check out the list of categories you'll see on the entry form. Starting from the top, all you have to do is rack your brains and think "Which of last year's bumper crop 'o' software best fits this category?" Ponder awhile, pick up a pen and jotting down your selection in the relevant space and move on to the next one. Easy, eh? If there are any categories you don't understand, or can't really think of what to fill in, miss it out and move on to the next one.

Once they're all completed, put your name and address in the boxes provided, slap the entire form in an envelope and wang it off to: THE GREAT GOLDEN JOYSTICKS, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. All forms MUST be sent in by Friday, 12th March 1992 - any which arrive after that date will be collected by Kick Off sad lads Rob and George and turned into paper planes.

One last, but extremely important point to bear in mind - all your choices must be games released between 1st January and 31st December LAST YEAR - if they didn't appear during that time, they don't count. Happy voting!

GOLDEN JOYSTICK AWARDS 1992

Dear CVG,
I reckon I know my stuff when it comes to what's hot and what's not 'cos I'm hard I am so here are my nominations for the 1992 Golden Joystick Awards. I've put my name and address at the end so you know where to send the software if I win.

BEST GRAPHICS (8-BIT) ....

BEST GRAPHICS (16-BIT) ....

BEST SOUNDTRACK (8-BIT) ....

BEST SOUNDTRACK (16-BIT) ....

BEST SIMULATION (8-BIT) ....

BEST SIMULATION (16-BIT) ....

BEST COIN-OP CONVERSION (8-BIT) ....

BEST COIN-OP CONVERSION (16-BIT) ....

CONSOLE GAME OF THE YEAR (8-BIT) ....

CONSOLE GAME OF THE YEAR (16-BIT) ....

PC GAME OF THE YEAR ....

8-BIT GAME OF THE YEAR ....

16-BIT GAME OF THE YEAR ....

PROGRAMMING TEAM OF THE YEAR ....

HARDWARE MANUFACTURER OF THE YEAR ....

SOFTWARE HOUSE OF THE YEAR ....

WORST GAME OF THE YEAR ....

MY NAME IS: ....

MY ADDRESS IS: ....

....

MY TELEPHONE NUMBER IS ....

BLISTERING PACE

SOCCER AT IT's BEST.

- Fast - Realistic
- Fun to Play

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Super KICK OFF
ORIGINAL GAME BOY GAME PAK
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KICK OFF
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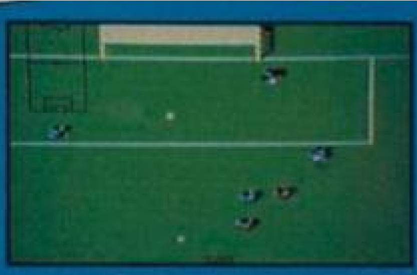
ANCO
LICENSED BY NINTENDO FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM
Original Nintendo Seal of Quality
A
This Game Pak can only be used with the Mattel or NES versions of the Nintendo Entertainment System.™



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Each player on the pitch is an individual with a unique combination of skills and physical attributes.

Instinctive joystick controls to Pass, Dribble, Shoot, Head and Chip the ball or do a Sliding Tackle.

Curling Corner Kicks, controlled Throw Ins and Goal Kicks.

Injury and Extra Time. Red and Yellow Cards. Set Piece Free Kicks and the famous AFTER TOUCH to let you bend, swerve and dip the ball. Plus a host of other options.

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NEWS

SPECIAL REPORT

THE GRE
GAM

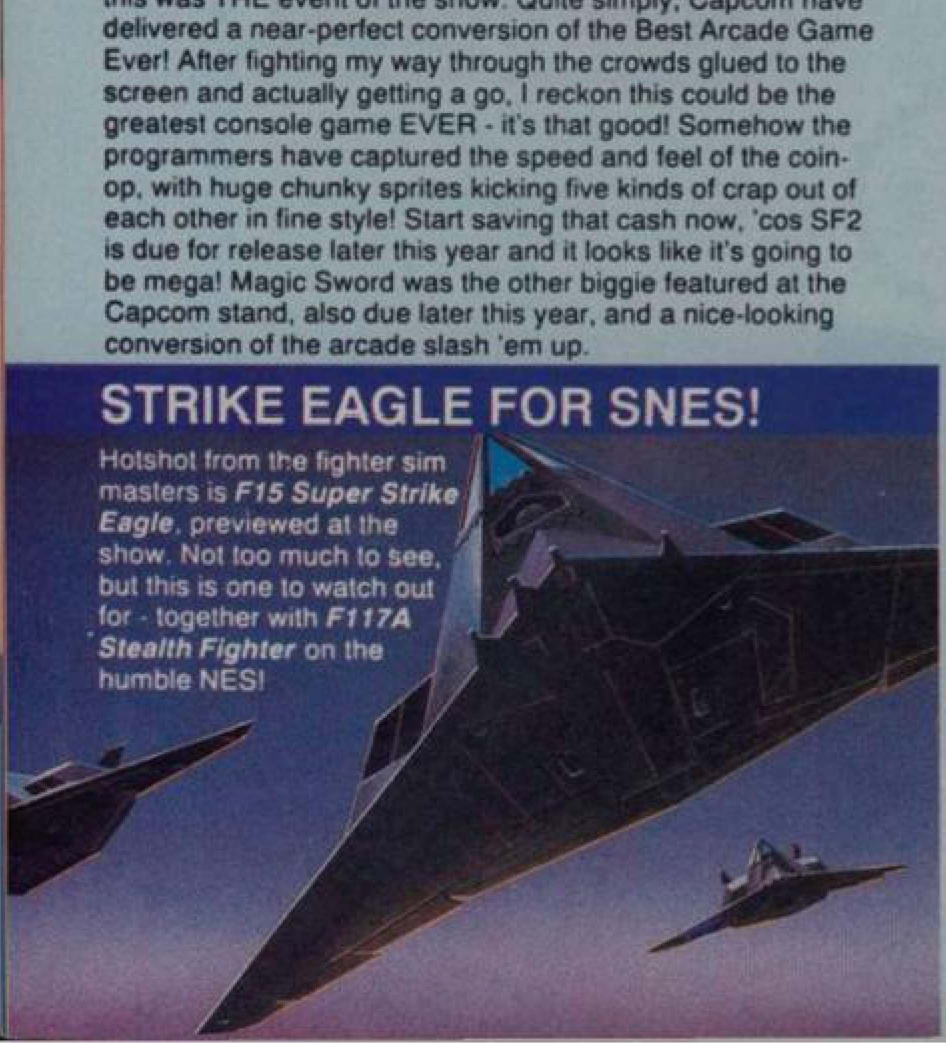
ROLL UP! ROLL UP! It's the greatest games show on Earth, when all the latest and greatest gaming goodies are shown off to all sorts of incredibly important people from all over the place at the glitz and glamour capital of the world - Las Vegas! To get in you have to have loads of cash, a dead flash car and your own company or a few copies of CVG. Big Ed TIM BOONE joined the spammy jet-set and flew to Vegas for the games event of the year. This is where the world's games industry shows off all it's top hot products, and for a few short days all the console games everyone will be playing for the rest of the year are all under one roof! Over the page you'll find the only complete list of EVERY game at the show, but for now let's take a look at some of the highlights...

CONSUMER
ELECTRONICS SHOWS
ELECTRONIC INDUSTRIES
ASSOCIATION

STREETFIGHTER II HITS SUPER NES - OFFICIAL!

It's almost here - ***Streetfighter II*** on the Super NES! For me, this was THE event of the show. Quite simply, Capcom have delivered a near-perfect conversion of the Best Arcade Game Ever! After fighting my way through the crowds glued to the screen and actually getting a go, I reckon this could be the greatest console game EVER - it's that good! Somehow the programmers have captured the speed and feel of the coin-op, with huge chunky sprites kicking five kinds of crap out of each other in fine style! Start saving that cash now, 'cos SF2 is due for release later this year and it looks like it's going to be mega! Magic Sword was the other biggie featured at the Capcom stand, also due later this year, and a nice-looking conversion of the arcade slash 'em up.

STRIKE EAGLE FOR SNES!



Hotshot from the fighter sim masters is ***F15 Super Strike Eagle***, previewed at the show. Not too much to see, but this is one to watch out for - together with ***F117A Stealth Fighter*** on the humble NES!

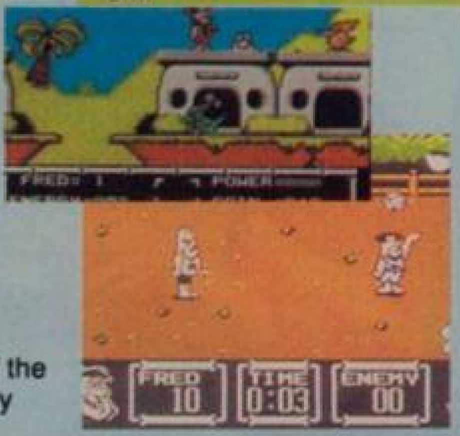
THE
FLINTSTONES
THE
FIRST
30
YEARS

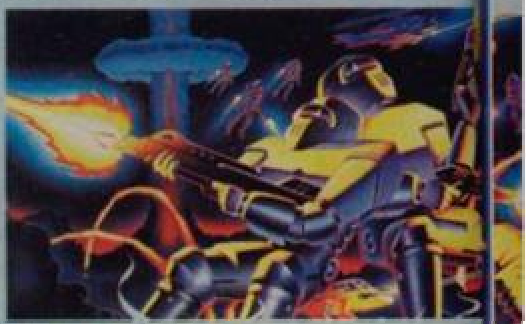
IT'S THE INCREDIBLE ULTRABOTS

Another SNES hotshot of the show was a playable early demo of the fab-looking ***Ultrabots***, featuring huge-scale 3D laffs in a mega robot rumble to end 'em all! Having played the early version, I'm really looking forward to this! Wonderboy-style Joe and Mac made its debut on all three machines, and pretty darned good it looks too!

KONAMI KICKS OF WITH CONTRA

It's action all the way with Konami this year, showing off loads of brill Nintendo titles to drool over. Top of the lot was an incredible early demo of ***Contra IV***, looking totally spiff and playing like a dream. ***Turtles IV (Turtles in Time)*** is another biggie from the coin-op maestros, and I was dead impressed with the speed and fast-paced action of the early version on show. Watch out for 'em!





COLOUR GAMEBOY RUMOURS RIFE!

A CES show without any rumours is like a butty without any bread, and it was whispers ahoy amongst the games world that the Colour Gameboy is due for imminent release! Sadly this turned out to be a pile of old horse droppings, and it's going to be quite a while before Nintendo unleash their latest hand-held wonder on an unsuspecting world. Importantly, **CVG**'s spies in the sky tell us a colour Gameboy will definitely NOT be compatible with existing cartridges (boo!) but more than that we just don't know - 'cos nobody except the top bods at Nintendo does either. One rumour which DID stand up to scrutiny was a mega-cheap CD for the Super NES - so read all about it in the News section right now!

EATEST ES ON EARTH

PRINCE of PERSI

LYNX LAFFS A-PLENTY

Atari weren't exactly making big noises at the show, deciding to wait before unleashing their long-awaited and much-publicised 64-bit Jaguar games machine later on. This time round they did show off a fairly impressive lineup for the Lynx, including loads of sports titles for their fabby hand-held - ***World Class Soccer, Hockey, NFL Football, Baseball Heroes, Malibu Bikini Volleyball(!) and Basketbrawl***. Other Lynx goodies coming your way this summer include ***Super Squeak, Shadow Of The Beast, Deamonsgate, Lemmings(Ray!), Ninja Nerd and Dracula***. Hurrah!

There was tons and tons of Gameboy stuff on display to all and sundry - among my personal faves were ***Prince Of Persia, Asteroids, Faceball 2000*** and ***Trick and Trap*** (Spy vs Spy!), but it has to be said that new Game Gear goodies were not exactly overwhelming. Never fear, though, 'cos Sega has loads of tasty licenses to dish out and we should be seeing them pretty darned soon.

Class Soccer, Hockey, NFL Football, Baseball Heroes, Malibu Bikini Volleyball(!) and Basketbrawl. Other Lynx goodies coming your way this summer include ***Super Squeak, Shadow Of The Beast, Deamonsgate, Lemmings(Ray!), Ninja Nerd and Dracula***. Hurrah! There was tons and tons of Gameboy stuff on display to all and sundry - among my personal faves were ***Prince Of Persia, Asteroids, Faceball 2000*** and ***Trick and Trap*** (Spy vs Spy!), but it has to be said that new Game Gear goodies were not exactly overwhelming. Never fear, though, 'cos Sega has loads of tasty licenses to dish out and we should be seeing them pretty darned soon.

AMERICAN GLADIATORS

PITFIGHTER PACKS A PUNCH!

One of the biggest gob-smackers of the show came on the smallest screen - ***Pitfighter*** on Gameboy! Somehow the programmers of THQ's arcade conversion have managed to include sprite scaling very similar to the coin-op! Quite how they did this I don't exactly know, but it involves very clever screen manipulation and has to be seen to be believed. I saw an early version, but it's already down on the list as a Must Have!

THUMPING GREAT LAFFS?

Sega's big event of the show was the appearance of none other than World Heavyweight Champ ***Evander Holyfield*** to promote his brand new boxing game on the Megadrive! While everyone else was crowding round trying to get the great man's autograph, yours truly managed to get a go of the game and it has to be said i was more than a bit disappointed. So-so graphics and over-simplistic gameplay add up to a game that's probably best left in the dressing room. Sorry Holly.

WINGS 2 ACES HIGH

TIM'S TOP TREATS

Here's a quick list of the stuff that really blew my ass off at the CES. There was plenty of good stuff on show, but these are the truly outstanding titles you'll be wetting yourself to get hold of!

SUPER NES: **Streetfighter II** (it really is that good!). **Ultrabots** (3D bot-busting action that's second to none!); **PGA Tour Golf** (it was incredible on the Megadrive and looks even better on the SNES!); **Gunforce** (utterly brilliant conversion of Irem's own arcade blaster); **Top Gear** (the best home console racing game I've ever seen); **Smash TV** (pixel-perfect arcade conversion); **Falcon** (great on 16-bit, better on SNES); **Battletoads** (a hoot and a half!)

MEGADRIVE: **Alien III** (great gory fun galore!); **Side pocket** (fabby pool bonanza); **American Gladiators** ('cos the show's brill as well); **Rolling Thunder II** (probably the best-ever Megadrive arcade conversion); **Steel Talons** (looks great, but how does it play?); **Lemmings** (of course); **Terminator** (it's the business).

NES: **Turrican** (looking very good); **Ultimate Air Combat** (great air-to-air laffs); **Megaman IV** ('cos he's great); **Empire Strikes Back** (better than Star Wars!); **Robocop III** (another Ocean goodie); **Casino Kid II** (loved the original); **Super Spy Hunter** (raay!); **Battletoads**!!

GAMEBOY TOP FIVE: **Super Hunchback** (great gameplay!); **Batman Return Of The Joker** (moody and brill!); **Super Off Road** (top racing action); **Pitfighter** (with incredible sprite scaling!!); **Asteroids** (utterly fab).

GAME GEAR TOP FIVE: **Super Off Road** (again!); **Alien III** (well 'ard!); **Marble Madness** (just great), **Olympic Gold** (fabby pad pounder!); **Pacman** (because I love it).

Best bits of the show: Playing all the great games, the real-life Barbie model, Las Vegas, fruit machines.

Worst bits of the show: Playing the crap games, the outside loo for a thousand people, fruit machines...

ALL THE GAMES YOU WILL EVER PLAY

Here it is - the completely full list of EVERY game on show or announced at the CES! This is the stuff you'll be playing later this year and next, together with the companies producing them:

NES

Race America - Absolute Entertainment; ***Crusty's Fun House, Wizards and Warriors III, Ferrari Grand Prix, George Foreman Boxing*** - Acclaim; ***Turrican*** - Accolade; ***Ultimate Air Combat*** - Activision; ***Might and Magic, Magic Candle World*** - American Sammy; ***Power Punch, Mutant Virus*** - American Softworks; ***Wizardy II, Blazebusters*** - Ascii; ***Jack and The Beanstalk*** - Asmic; ***Wacky Races - Atlus; Hatris*** - Bullet-Proof Software; ***Megaman IV, GI Joe, Gargoyle's Quest, Barcelona '92, Darkwing Duck*** - Capcom; ***Fighting Simulator*** - Culture Brain; ***Joe and Mac*** - Data East; ***Ghoul School, Stanley The Search For Dr Livingstone*** - Electrobrain; ***Dragon Warrior III*** - Enix; ***Ultima Warriors Of Destiny, Hillsfar, Pool Of Radiance, Dragon Strike*** - FCI; ***Wheel Of Fortune, Firehouse Rescue*** - Gametek; ***Daydreamin' Davy*** - Hal America; ***Sesame Street Countdown*** - Hi Tech; ***The Blue Marlin*** - Hot B; ***Felix The Cat*** - Hudsonsoft; ***Hammerin' Harry, Kung Fu II*** - Irem; ***Mini Putt, Empire Strikes Back, Defenders Of Dynatron City*** - JVC; ***Cyberball, Rampart, Pizza Panic*** - Jaleco; ***White Lion, Mickey Mouse's Dream Balloon*** - Kemco; ***Gemfire - Koei; Town and Country II*** - LJN; ***Matchbox Races, Noah's Ark - Matchbox Toys; Paperboy II*** - Mindscape; ***Crazyland*** - Ntvic; ***Adams Family, Robocop III*** - Ocean; ***Baseball Stars II*** - Romstar; ***Uninvited II*** - Seika; ***Bio Force Ape, Vegas*** - Seta; ***Happily Ever After, Casino Kid II*** - Sofel; ***Hudson Hawk, Hook*** - Sony; ***Super Spy Hunter*** - Sunsoft; ***Attack Of The Killer Tomatoes, The Flash, Swamp Thing*** - THQ; ***Kick Master, Panic Restaurant, Time Zone, Little Samson*** - Taito; ***Godzilla II*** - Toho; ***Indy Heat*** - Tradewest; ***Nightshade, Star Trek*** - Ultra; ***Secret Ties, Shogun Maeda*** - Vic Toki; ***MC Kids, Golf Power, Overload*** - Virgin.

GAMEBOY

Turn and Burn, Battle Tank II - Absolute Entertainment; ***Ferrari Grand Prix, George Foreman Boxing*** - Acclaim; ***Asteroids, Missile Command*** - Accolade; ***Ninja Taro, Legend - Anerican Sammy; Doom Sayer*** - Ascii; ***Megalit*** - Asmic; ***A-mazing Tater*** - Atlus; ***Toxic Crusaders*** - Bandai; ***Snow Bros, Megaman II, Little Mermaid*** - Capcom; ***Fighting Simulator Two-In-One*** - Culturebrain; ***Nail 'n' Scale; Joe and Mac*** - Data East; ***Mousetrap Hotel, High Stakes*** - Electrobrain; ***Ultima: Runes Of Virtue, Boxxle II*** - FCI; ***Prophesy One*** - Gametek; ***Barbie, Tom and Jerry*** - Hi Tech; ***The Black Bass*** - Hot B; ***Adventure Island*** - Hudsonsoft; ***Track Meet, Four In One Funpack*** - Interplay; ***Hammerin' Harry*** - Irem; ***Mini Putt, Boulderdash*** - JVC; ***Q-Bert*** - Jaleco; ***Spy Vs Spy III*** - Kemco; ***Beetlejuice, NBA All-Star Challenge II, Spiderman II*** - Acclaim; ***Pyramids Of Ra*** - Matchbox; ***Days Of Thunder, Paperboy II, Marble Madness*** - Mindscape; ***Spanky's Quest*** - Natsume; ***Darkman, Super Hunchback - Ocean; Boggle*** - Parker Bros; ***Sword Of Hope II*** - Seika; ***Virus Hunter*** - Seta; ***Hudson Hawk, Hook*** - Sony; ***Blaster Master Boy, Batman Return Of The Joker(!)*** - Sunsoft; ***Attack Of The Killer Tomatoes, The Flash, Pitfighter(!), Bo Jackson Cross Training, Swamp Thing*** - THQ; ***Adventure Of Star Saver, Knight Quest*** - Taito; ***Jack Nicklaus Golf, Super Off Road*** - Tradewest; ***Star Trek, World Circuit Series, Ultra Golf*** - Ultra.

Super NES

Super Battle Tank, David Crane's Amazing Tennis - Absolute Entertainment; ***D-Force, Xardion, Lenus*** - Asmik Corp; ***Metal Jack*** - Atlus; ***Faceball 2000*** - Bullet-Proof Software; ***Magic Sword, Streetfighter II(!!)*** - Capcom; ***Super Baseball Sim 1.0, Super Fighting Simulator, Super Ninja World*** - Culture Brain; ***Joe and Mac, Ultrabots(!), Golf*** - Data East; ***Raiden, Metal Masters*** - Electrobrain; ***PGA Tour Golf(!), Bulls v Lakers*** - Electronic Arts; ***Dragon Warrior III*** - Enix America; ***Ultima the False Prophet*** - FCI; ***American Gladiators(!), Wheel of Fortune*** - Gametek;***Arcana, Hal's Hole in One, NCAA Basketball*** - Hal America; ***Tom and Jerry, The Hunt For Red October*** - Hi Tech; ***Super Adventure Island*** - Hudson Soft; ***The Rocketeer*** - IGS Inc; ***Radical Psycho Machine Racing, Out Of This World*** - Interplay; ***Gunforce(!), The Skins Game*** - Irem; ***Star Battle, Empire Strikes Back, Return Of The Jedi*** - JVC; ***Super Bases Loaded, Earth Defence Force, Goal!*** - Jaleco; ***Top Gear(!!), Phalanx - Kemco; Romance of the Three Kingdoms II, Gem Fire*** - Koei Corp; ***Legend Of The Mystical Ninja, Contra IV(!), Teenage Mutant Hero Turtles IV*** - Konami; ***Smash TV(!!), WWF, Populous, Spiderman and X-Men, Roger Clemens' Baseball*** - Acclaim/LJN; ***World League Soccer*** - Mindscape; ***Wings: Aces High*** - Namco; ***Spanky's Quest*** - Natsume; ***Q-Bert III, Strike Gunner*** - NTVIC; ***Adams Family, Robocop III, Radio Flyer, F29 Retaliator, Push Over*** - Ocean; ***Clue, Monopoly*** - Parker; ***Nolan Ryan's Baseball*** - Romstar; ***Wanderers From Ys III*** - Sammy Corp; ***Drakkhen*** - Seika; ***F1 ROC*** - Seta; ***Boxing*** - Sofel; ***Extra Innings, Smart Ball, Hook, Equinox*** - Sony; ***Falcon(!), Wordtris*** - Spectrum Holobyte; ***Final Fantasy Legend II*** - Square; ***Lemmings*** - Sunsoft; ***Pitfighter, Rap City*** - THQ; ***Super Soccer Champ*** - Taito; ***Waialee Country Club Golf*** - T&E Soft; ***Space Megaforce*** - Toho; ***Race Drivin', Bowinkle and Friends, James Bond Jr, Family Dog, Rap Quest*** - Toy Headquaters; ***Jack Nicklaus Golf, Battletoads(!!)*** - Tradewest; ***Dream TV, Football 2000*** - Triffix; ***Magic Johnson Basketball*** - Virgin; ***Xardion, D-Force*** - Xardion.

Megadrive

Alien III, Predator II - Arena; ***Two Crude Dudes, Atomic Runner, Side Pocket*** - Data East; ***Mystical Fighter*** - Dream Works; ***Rings Of Power, Jordan v Bird One-On-One, Where In Time Is Carmen Sandiego, Bulls v Lakers, Lord Of The Rings, Black Crypt*** - Electronic Arts; ***Smash TV, Bart v Space Mutants, George Foreman Boxing, Ferrari Grand Prix, Crusty's Fun House, Arch Rivals, Terminator II*** - Flying Edge (Acclaim); ***Gadget Twins, Wheel Of Fortune, Jeopardy, American Gladiators*** - Gametek; ***Chester Cheetah, Kabuki, Kargeti II*** - Kaneko; ***Karate Blazes*** - McO'River; ***Strike Eagle II, Railroad Tycoon, Solo Flight*** - Microprose; ***Splatterhouse II, Rolling Thunder II(!)*** - Namco; ***Death Duel, Pigskin, Stormlord II, Vampire Killer*** - Razorsoft; ***Earnest Evans, Exile, Syd Of Valis, Traysia, Solfeace, Valis*** - Renovation; ***Star Odyssey, Battle Wings, Devilish, The King Salmon, Ex Mutants*** - Sage's Creation; ***Evander Holyfield Boxing*** - Sega; ***Chessmaster 2100*** - Software Toolworks, ***Lemmings, Batman: Return Of The Joker, Superman*** - Sunsoft; ***Cadash, Flintstones, Chase HQ, Hit The Ice*** - Taito; ***Devil Shock, Elemental Master*** - Technosoft; ***Paperboy, Rampart, Road Riot 4WD, Steel Talons, RBI IV*** - Tengen; ***Warsong, Fighting Master, Breach, Task Force Harrier Ex*** - Treco; ***World Class Leaderboard, Olympic Gold, Indiana Jones Last Crusade*** - US Gold; ***Troubleshooter*** - Vic Tokai; ***Terminator, Chuck Rock, Corporation, MC Kids*** - Virgin

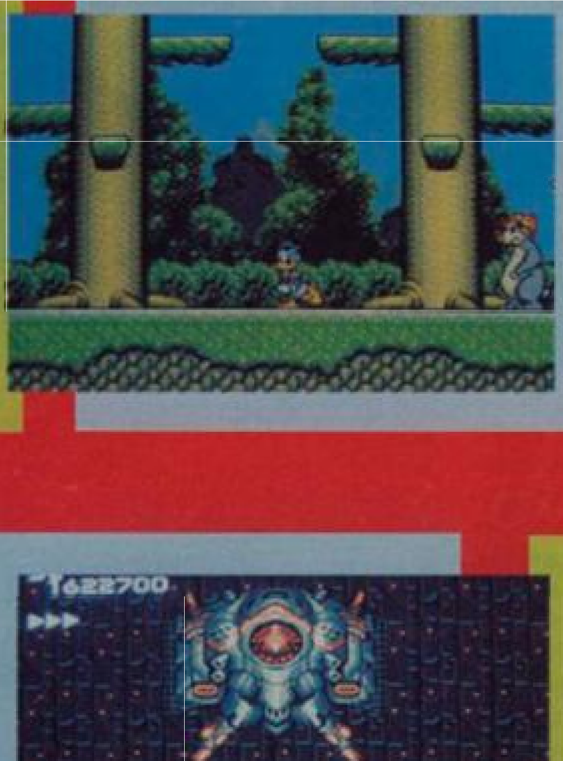
Game Gear

RC Grand Prix - Absolute Entertainment; ***Alien III, Rastan's Revenge*** - Arena; ***Junction*** - Bignet; ***Bart v Space Mutants, Spiderman, George Foreman Boxing*** - Flying Edge (Acclaim); ***Wheel Of Fortune, Gadget Twins, Jeopardy*** - Gametek; ***Berlin Wall*** - Kaneko; ***Batter Up, Pacman*** - Namco; ***Devilish, Super Golf*** - Sage's Creation; ***Chase HQ 1092*** - Taito; ***Popils, Paperboy, Marble Madness, Rampart*** - Tengen; ***Indiana Jones and The Last Crusade, Olympic Gold*** - US Gold; ***Double Dragon, Robin Hood, Super Off Road, MC Kids*** - Virgin.

HOTLINES
0839 500842

WIN A GAME BOY!

It's the best selling console of the lot, it's black and white and it's the biz. If you want to join the merry throng who get their kicks out of Nintendo's mini marvel then phone that fabulous number NOW!



WIN A MEGADRIVE!

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WIN A PC ENGINE!

Still one of the hottest consoles in the world, the PC Engine is packed with more hot gaming action than you could shake your stick at. So why are you sitting there ready this when you ought to be dialling away to win one? Call that number quick!

WIN A SUPER FAMICOM!

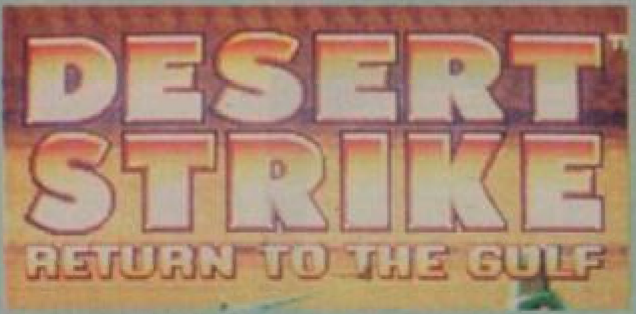
It's got to be the greatest games machine around, and this lovely little beastie is just waiting for you to win it! So how do you grab a slice of the gaming glory? Just ring that magic number and you'll hear everything you need to know!

IF YOU'RE UNDER 18, MAKE SURE THE PERSON WHO PAYS THE PHONE BILL HAS GIVEN YOU PERMISSION BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 36P PER MINUTE (OFF PEAK) AND 48P PER MINUTE (PEAK RATE).

DESERT STRIKE

MEGADRIVE £39.99

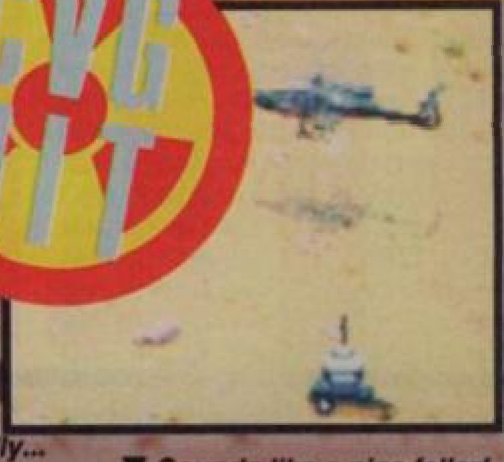
BY ELECTRONIC ARTS



On August 12th, 1990, the Iraqi Army rolled into the tiny province of Kuwait and stayed there until they were kicked out by an international fighting force headed by the British and Americans early 1991. What's that got to do with Desert Strike, we here you ask. Well, nothing, according to Electronic Arts, who reck-ON that their game is not an attempt to cash in on the horrors of that recent conflict. Piloting a heavily-armed AH-64A Apache gunship. across an un-named desert battle zone in the Gulf, the object of Desert Strike is to complete a number of missions by destroying various strategic targets. Take them out in order, and try not to get shot down by the Iraqis - sorry - unknown enemy forces, as you're only given a few choppers to play with.

Desert Strike reminds me of an ages-old C64 game called Raid On Bungeling Bay, which was a top-down blast in a helicopter and a very good one at that. Electronic Arts have taken that idea and brought it into the nineties with a swish Apache gunship, a controversial scenario and a dash of 3D, to come up with a fun (if slightly bad taste) piece of blasting action. There's a definite strategy to Desert Strike - just flying in there and shooting hell out of targets is going to get you killed in a matter of seconds. Generally, the graphics are well done, especially the helicopter which really does look the part and would have any third-world grunt cacking his knickers. It's a pity that the sound effects are of only average quality; the noise of your rotor blades is a pitiful click, for instance. But all in all, I think Desert Strike's a good 'un, even though it gets a little samey the longer you play.

PAUL RAND

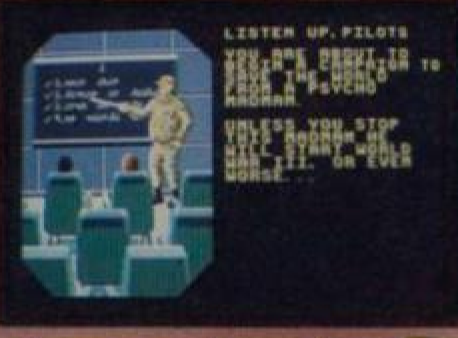


▶ *Those triple-A's don't look too friendly...*

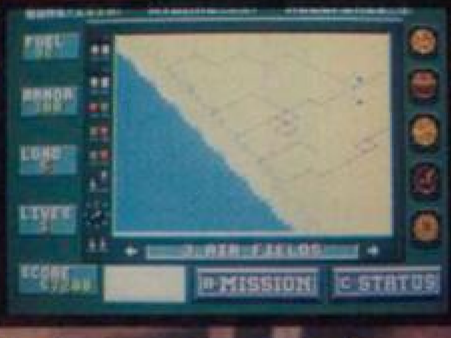
MAD BAD MISSIONS

The Apache pilot's tour of duty spans five missions, each one made up of a number of targets, all of which must be hit before the next, more difficult assignment can be tackled. Just like the real thing (except it isn't, because Desert Strike isn't based on actual events at all), you'll be taking out radar stations, POW camps, SCUD sites and a whole lot more!

▼ *Sounds like a nice feller!*



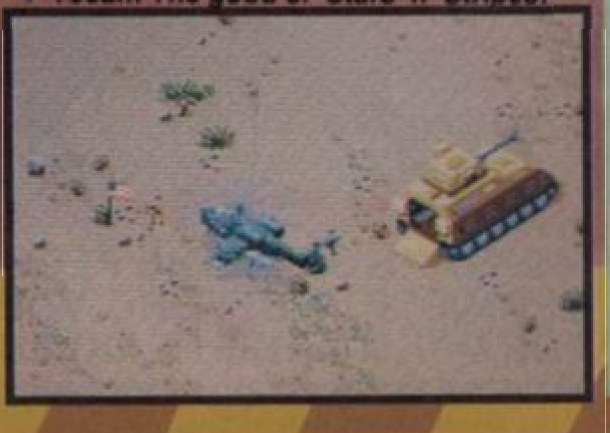
LISTEN UP, PILOTS

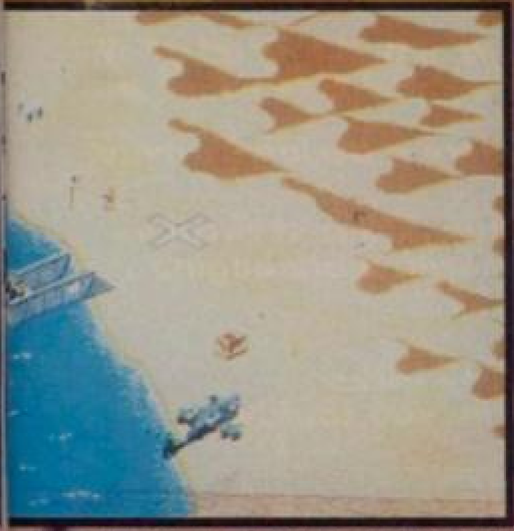


EXTREMIST EXTRAS

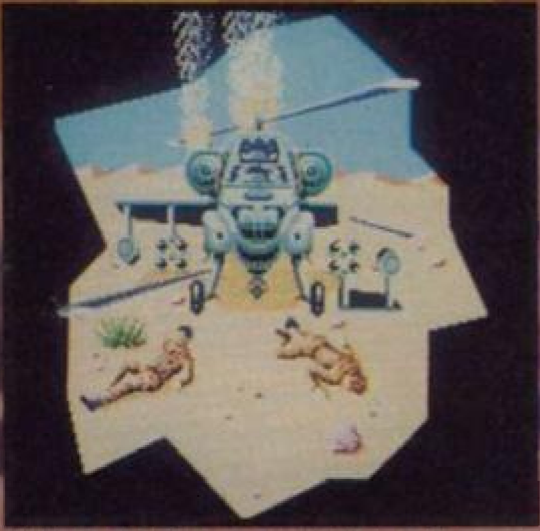
You be in a sorry state if all you had to rely on was your standard Apache and the few weapons which you begin with. So it's a good job that your brave boys have gone to the trouble of depositing extra items around the desert. Fuel, ammo and armour can be found (if you look hard enough) - but use them sparingly, as there isn't an infinite supply!

▼ *Yeeah! The good ol' Stars 'n' Stripes!*





▲ Get that box of ammo and start blastin'!



▲ No time to sunbathe, lads.

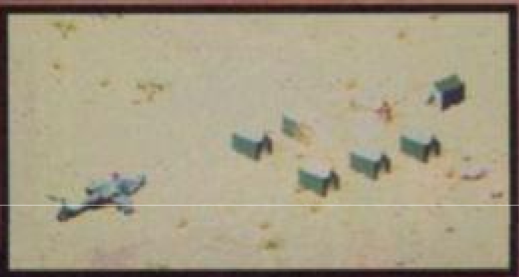
Desert Strike comes as a bit of a nice surprise from Electronic Arts. It's not often that the top simulation boys come out with a straightforward blast, but that's exactly what Desert Strike is. The actual plot of the game is just about the dodgiest thing I've ever heard of and there'll be a lot of complaints about some of the game's content. For the hardened shoot 'em up fan though, this is refreshing and brilliant. The screenshots don't really do the game much justice, it all looks a bit bland and insipid, but the glorious animation and super-smooth scrolling actually make it look brilliant when it moves. There are tons of missions to accomplish, each with different objectives and for a shooter, it's very deep. The music by Rob Hubbard is fantastic, with brilliant guitar riffs and stonky sound effects. The game is slick, groovy and totally playable, you can pick it up straight away, but putting it down isn't quite as easy. One of the smartest games in a long while and essential stuff for Megadrive owners!

FRANK O'CONNOR

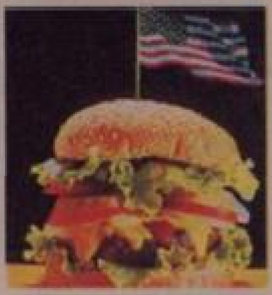
GO GET THE GRUNTS

Not only have you got to destroy your allocated targets, you'll also have to be a bit of a hero and rescue your chums who are holding out throughout the desert under a barrage of enemy artillery and sniper fire. When you see one of your men (they're all dressed in brown), just hover above them; a ladder will lower and he'll grab it! When your 'copter is full, simply deposit them at the landing zone for bonus points and then go back for more!

Strafe them ▶ tents, boyeee!



AH-64A APACHE



Dimensions:

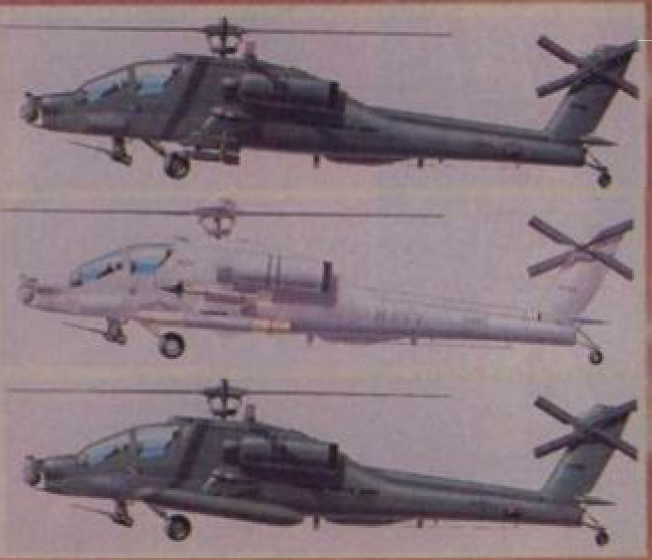
Length - 58' 3"
Height - 15' 3"
Wing Span - 17' 2"

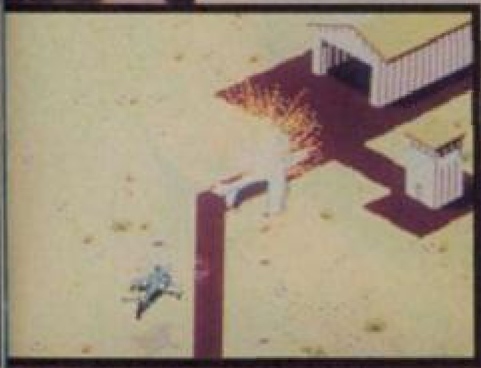
Power:

2 General Electric T700-GE-701 Turboshaft engines, producing 1,696shp from each engine.

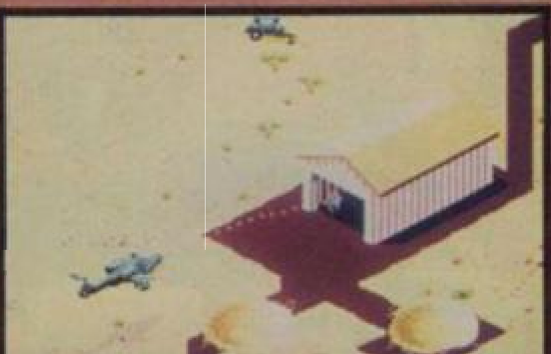
Performance:

Max speed *- 184 mph, can go faster but not without handling difficulties.*
Rate of climb *- 2,500ft/min*
Max range *- 300 miles (internal fuel)*





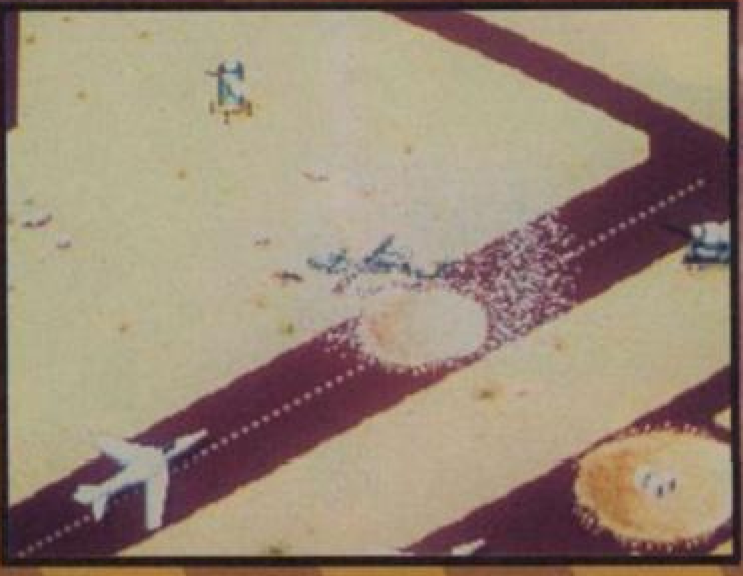
▲ He's going nowhere in a hurry.



▲ Take out that man with the pea-shooter!

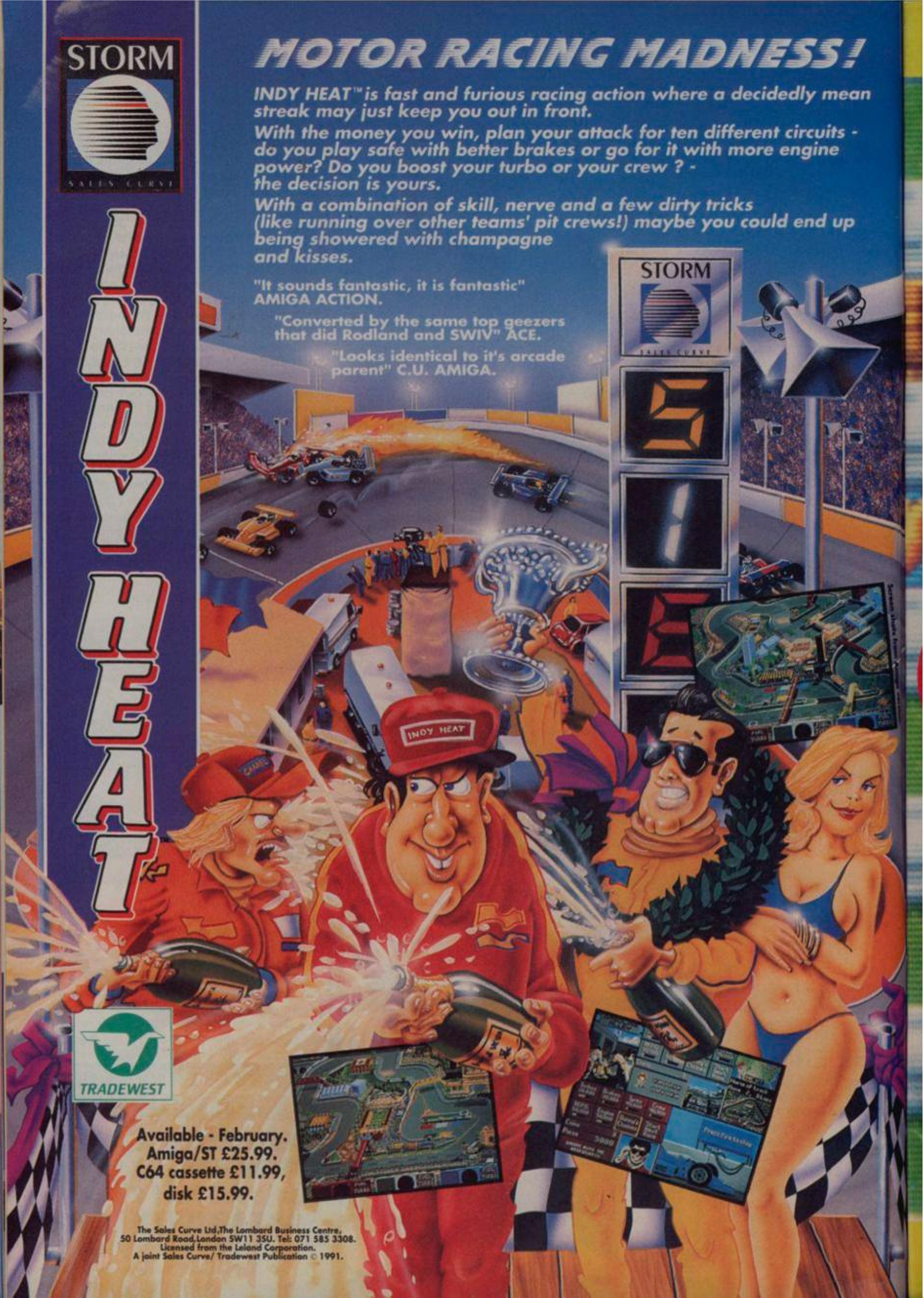
EXTINGUISH THE ENEMY

Dotted around the desert are enemy soldiers who aren't averse to taking pot-shots at your Apache - and with only a limited amount of armour at your disposal, you'll have to take them out quickly. Some of them only have a crappy pistol with them, but others - usually hidden inside buildings - carry portable rocket launchers; and they can do serious harm to your craft.



MEGADRIVE

GRAPHICS	88
SOUNDS	90
PLAYABILITY	93
LASTABILITY	92
OVERALL	**92**



MOTOR RACING MADNESS!

INDY HEAT™ is fast and furious racing action where a decidedly mean streak may just keep you out in front.

With the money you win, plan your attack for ten different circuits - do you play safe with better brakes or go for it with more engine power? Do you boost your turbo or your crew ? - the decision is yours.

With a combination of skill, nerve and a few dirty tricks (like running over other teams' pit crews!) maybe you could end up being showered with champagne and kisses.

"It sounds fantastic, it is fantastic" AMIGA ACTION.

"Converted by the same top geezers that did Rodland and SWIV" ACE.

"Looks identical to it's arcade parent" C.U. AMIGA.

Available - February.
Amiga/ST £25.99.
C64 cassette £11.99,
disk £15.99.

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REVIEW

DYNABLASTER

AMIGA £25.99

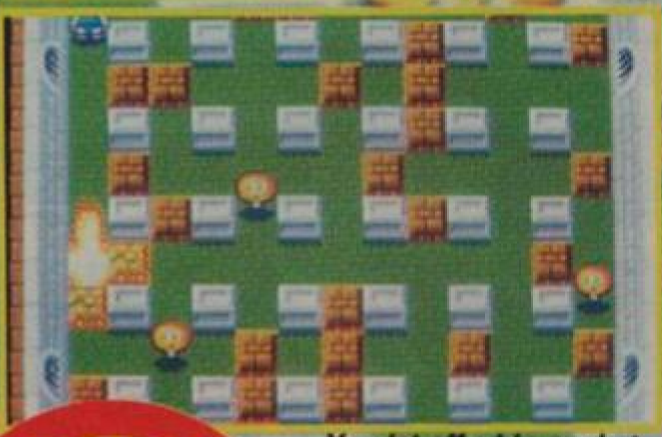
BY UBI SOFT

Bomber Man was a smash hit, both in Japanese arcades and on the PC Engine. Over here in crusty old Blighty though, hardly anybody's played it. The game is one of those infuriatingly simplistic ideas, with that mysterious quality that makes it stand out from the crowd. The idea of the game is simple...murder. You enter a maze infested with a set number of baddies and it's your job to kill 'em all. The maze is made up of two basic kinds of wall, destructible and indestructible. At your disposal is the ability to drop bombs, these will explode in four directions, destroying any adjacent destructible bricks. They will also kill any baddie who foolishly walks into the explosion. At first, you can only drop one bomb at a time, so careful placement is required to off the bad guys. The bomb's power and reach can be updated by collecting certain icons and you can also gain the ability to drop multiple bombs. Once you've killed all of the screen's inhabitants, you have to find the exit. It's always hidden in a block, so you just walk around blowing them up until you find it. Simple as that.

SON OF BOMBER MAN

Bomber Man first appeared on the PC Engine, it was such a massive hit that it wasn't long before it turned up in the arcades as a fully fledged coin-op. Strangely though, it was renamed and you can still find it under the name "Dynablaster". A Nintendo version did well in Japan, but never surfaced here. The Gameboy version, known as Bomber Boy, was superb and remains one of the best Gameboy titles ever.

◄It's a pity to blow it up really.



You let off a big one! ▲

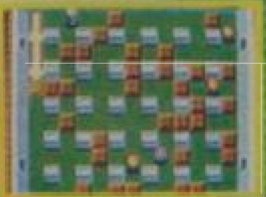
Screen shots from Amiga version.

CVG HIT

Well, this has to be the biggest gaming surprise in the history of the Amiga. Hudson Soft, the people who programmed the original on the PC Engine, have released Bomber Man on Commodore's baby! It's called Dynablaster and it's faberoony! Bomber Man and indeed Bomber Boy were a pair of console treats and this version is almost identical...only better! The combination of frantic running and strategic planning makes this an arcade gamer's delight. The graphics, while simple, ooze character and style. The animation is fluid, the screens are bright and jolly and everything moves quickly. The inclusion of a joystick adaptor means that five-player malarkey is possible and you wouldn't believe how much fun that is! The music deserves a special mention, it's wonderful! The sound effects are totally cheesy and the whole thing feels great. As far as playability is concerned, this is a dream come true. In one player mode, it's a massive and addictive task, but in head to head (with up to five players), this is truly awesome! This is just one of those essential purchases and I guarantee that absolutely everybody will love this! Get it!

FRANK O'CONNOR

▲Things are getting hairy!



EXTRA BITS 'N BOBS

There are quite a few hidden surprises in Bomber Man, all of which are designed to aid your progress. By collecting a certain icon, you can make the explosions you create larger, destroying more blocks at once. Remember though, the explosions can kill you too, so get out of the way fast. You can also collect a bomb icon. This allows you to drop more than one bomb at a time. The blocks are normally impassable, but collecting a token allows you to walk through, unharmed. Roller skates work as speed ups, but are very hard to come by.

GANG BANGING!

The Bomber Man package includes a very special joystick adaptor. This allows you to plug four joysticks in at once and lets another player use the keyboard, so up to five players can bomb away at the same time. When you get a gang huddled round the monitor trying to blow each other up, things get heated to say the least. It's an excellent gimmick and it makes piracy very difficult indeed.

◄Come back with my girl!

AMIGA	
GRAPHICS	85
SOUNDS	90
PLAYABILITY	94
LASTABILITY	93
OVERALL	93

WIN THE SHIRT OF

CRIKEY MOLEY!

So how would you like to swan around in the actual T-shirt the great man wore in one of the greatest movies of all time? Watch your mates' jaws drop in gobsmacked jealousy as you show off the greatest Arnie-related status symbol in the whole wide world! Make no mistake - this is the real thing. It's even got fake move blood spattered over the front! And just in case nobody believes that you've won the actual item worn by Arnie himself, you can show off the film company's actual ID tag and we've got a certificate signed by the head of the film company to prove it all!

I DON'T BELIEVE IT!

This utterly incredible and completely Exclusive prize comes courtesy of Acclaim, proud as punch of their fab Terminator 2 console games. We reviewed the Gameboy and NES versions last ish, so you know they're good! Acclaim know they're onto a winner, so they've even thrown in five T2 videos, five Making of T2 videos and 25 T2 T-shirts (unworn by Arnie - whaddya want, blood?) to the runners-up!

THE MAKING OF
TERMINATOR 2
JUDGMENT DAY
VHS

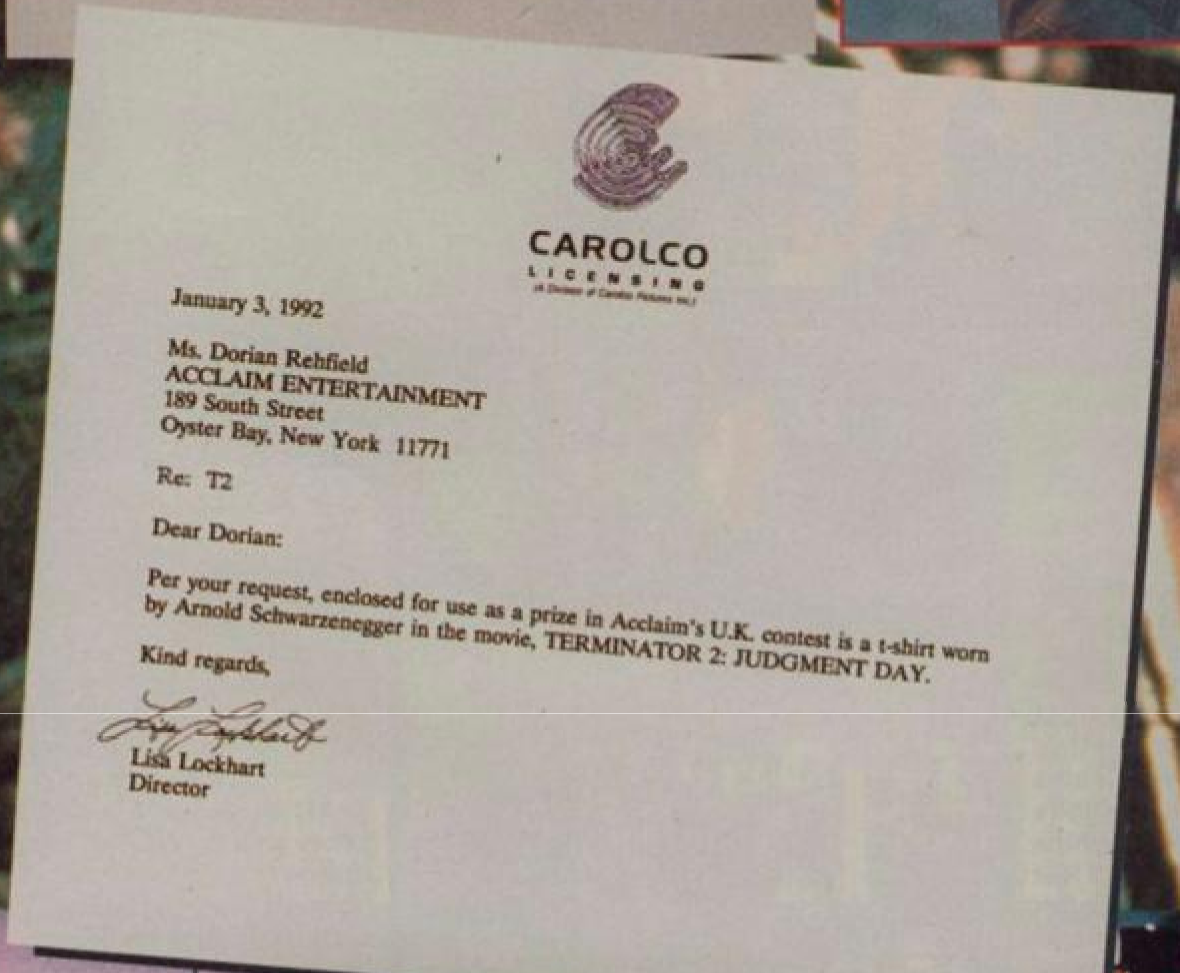
FF ARNIE'S BACK!!

Courtesy of Acclaim and Terminator 2

OOH! OOH! I WANNA WIN!

Quite simply, if you're an Arnie fan this is the best prize you could wish for - and it's right here waiting for you to win it! So what do you have to do to grab the hottest piece of kit this side of Hollywood? Well, this competition is so special we've decided to give you the choice.

If you're good at drawing then design us your very own Terminator. He doesn't have to be a robot, but he does have to be the hardest, meanest killer in the cosmiverse - so grab a nice clean sheet of paper and create your Terminator. Make sure you draw him in ink, though, 'cos we'll be printing a few of the best entries in these very pages! And if you can't draw to save your life you can still enter. All you have to do is give us a good laugh by telling us, in no more than 20 words: **"I reckon I'm harder than Arnie because..."**



CAROLCO
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(A Division of Carolco Pictures Inc.)

January 3, 1992

Ms. Dorian Rehfield
ACCLAIM ENTERTAINMENT
189 South Street
Oyster Bay, New York 11771

Re: T2

Dear Dorian:

Per your request, enclosed for use as a prize in Acclaim's U.K. contest is a t-shirt worn by Arnold Schwarzenegger in the movie, TERMINATOR 2: JUDGMENT DAY.

Kind regards,

Lisa Lockhart
Lisa Lockhart
Director

GIMME THAT T2 T-SHIRT NOW!

Whichever way you decide to do it, plonk your entry into an envelope and pop the whole lot off to: **OOH! AAH! I WANT ARNIE'S T2 T-SHIRT! COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Make sure those entries reach us by March 10, after which we'll decide the winner and dish out those prizes pronto!

SMALL PRINT: OK, it's tinytype time again so let's get a few things straight. Absolutely anyone can enter as many times as they like provided they're not connected with EMAP Images or those mega Acclaim and Carolco people (sorry Arnie, that means you too). All the usual CVG competition rules apply which means the Editor's decision is final and we're just going to laugh and make rude noises if you phone up and whinge because you didn't win. In case you're in any doubt at all, this prize really is the real thing and this isn't a wind-up. CVG's the greatest mag in the world so we give away all the best prizes while other shambling sad mags cry quietly in the corner. Simple, eh?

AMIGA £25.99

BY GREMLIN GRAPHICS

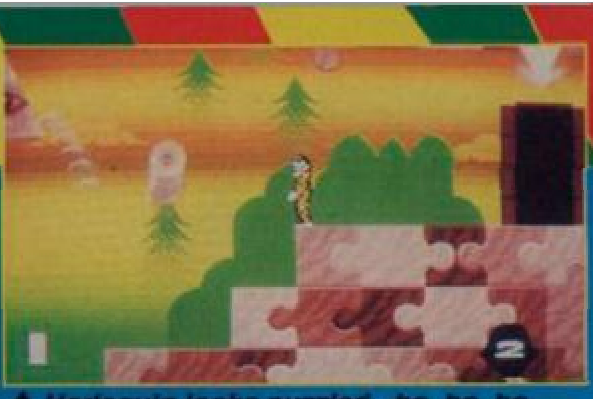
The land of Chimerica is in big trouble. The life of Chimerica depends on a dirty great thumping heart. Unfortunately for the people of Chimerica, that heart is broken and it's up to you to fix it! This game comes from Gremlin and should be in the shops shortly after you read this. You play the part of Harlequin, a bit of a silky boy, turned masked vigilante. Your task is to find the four pieces of the broken heart and put them together again. Unfortunately for you, most of the inhabitants of Chimerica are pig-ignorant and will do their best to hinder your progress, if not actually kill you. The game itself is a scrolling platform extravaganza, not entirely dissimilar to Robocod. It features all the usual bits and bobs you've come to associate with the genre, like extra weapons, hidden levels and secret bonuses. All this and a massive 23 levels (each level is massive too!).

HARLEQUIN

CVG HIT

Harlequin is great! It's a multi directional scroller, more than a bit like Robocod, but with enough original features to make it stand out from an otherwise samey genre. Harlequin borrows heavily from other games, including Sonic and Super Mario Bros. Fortunately, it borrows all the best bits and the results are spectacular. The graphics give the game a very distinctive look and feel and generate oodles of atmosphere. Although basically cute, there's an underlying sinister theme that's hard to ignore. There are lots of things to see and do as you explore. The inclusion of clues and thought bubbles makes finding things easier and you have a fairly hefty task to perform on each and every level. The sound isn't too bad, but is outshone by the quality of the graphics and gameplay. The game is instantly addictive and it wont be too long before you're stuck in front of your telly, frantically trying to get past the trickier levels. One of the best platform games on the Amiga and a huge, huge challenge.

FRANK O'CONNOR

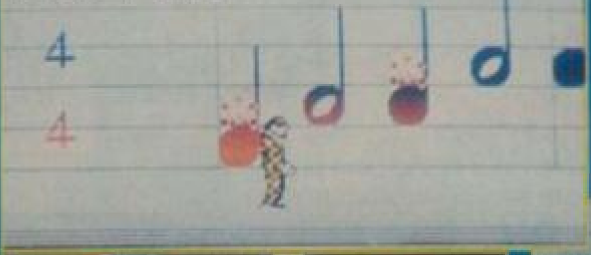


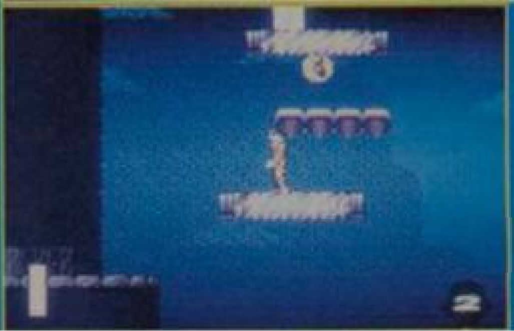
▲ Harlequin looks puzzled...ho, ho, ho.

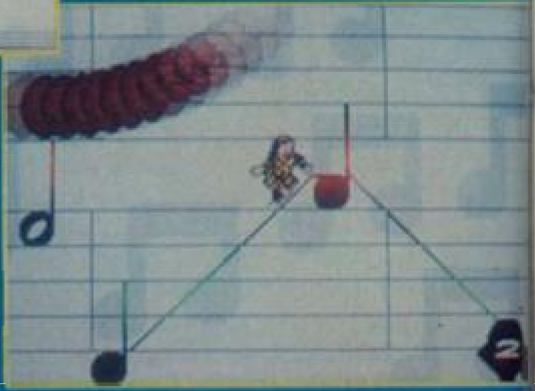
TAKE HEART YOUNG MAN!

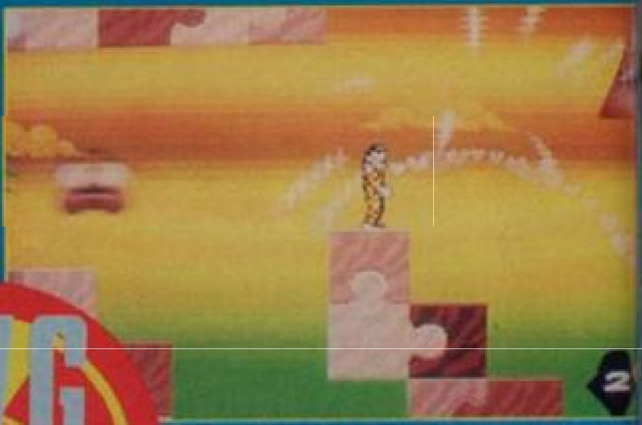
The whole game revolves around hearts. Obviously the game's objective is to mend the broken heart, but you also use hearts as weapons. These fire outwards in a gentle arc from your magic glove. You can update this weapon by collecting, you guessed it, a heart! The sections of heart you need to repair, are scattered all over the kingdom and it's gonna take quite some time to find out where.

HOPPER







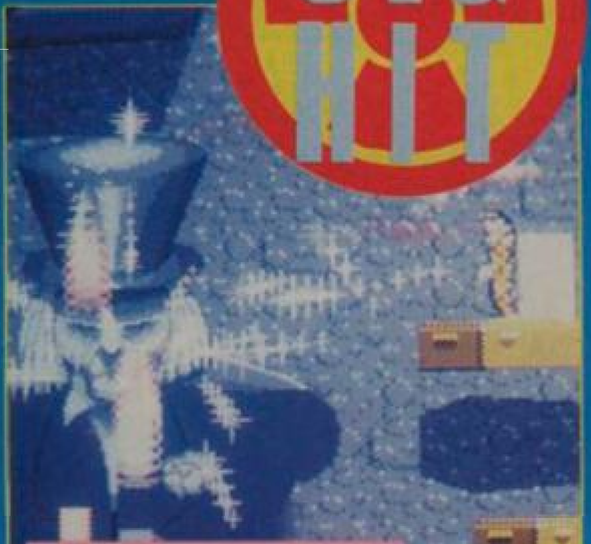


▲ Watch out for that triangle, it's tears are deadly.

SPACE

ANTICS

The pick ups in Harlequin are bizarre to say the least. They include an angel fish to help you swim. An umbrella helps you fall safely from great heights and a burger restores energy. You can carry circling rockets which destroy enemies on contact, but best of all, is the Space Hopper. This is a smart balloon which allows you to bounce around the screen as well as destroying any varmints it touches.



▲ That guy in the top hat is trouble!

HMM, THIS SOUNDS FAMILIAR!

Anyone who's played Robocod will be experiencing a sense of Deja Vu about now. Quite right, as the game looks and feels very much like Millennium's classic platform romp. This however, is sheer coincidence as both games were being programmed at the same time, Robocod just got released first. There are however,

AMIGA	
GRAPHICS	89
SOUNDS	86
PLAYABILITY	91
LASTABILITY	92
OVERALL	91

...WHICH DEMO IS CREATING THE BIGGEST STIR IN THE UNIVERSE...

?

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SUPER NINTENDO
ENTERTAINMENT SYSTEM
X
A
Y
B
START

REVIEW

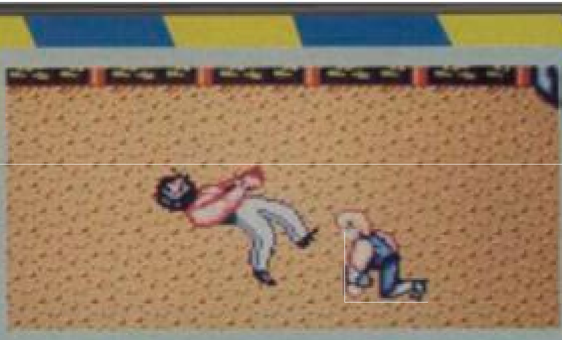
MEGADRIVE £35.00

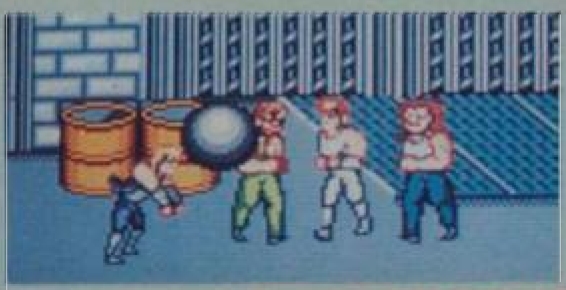
BY PALSOFT

DOUBLE DRAGON II

THE REVENGE

Double Dragon is probably the most famous beat 'em up of all time and this, its sequel didn't do too badly either. The first told the tale of how Billy and Jimmy, the Double Dragon brothers, rescued their girlfriend from the evil clutches of Mr. Big. In this sequel however, things are much worse for the girlie. Mr. Big has ordered and successfully carried out her execution. Bummer! The Double Dragon brothers are understandably furious and set out to seek revenge. They have to cross the same country to reach her, although few things have changed since they last entered that neighbourhood. For a start, it's a lot rougher than it used to be. This isn't much of a problem for these two though, cos they're hard as nails. Both Billy and Jimmy are top rated Kung Fu masters and they both wear steel boots. A kick in the knackers from one of these lads and it's off to the local infirmary with you. For that same reason, all the baddies come armed to the teeth with baseball bats, chains, whips, bombs and machine guns (just to make sure you understand). So, the girlie's dead and there's nothing to lose. Kick ass!

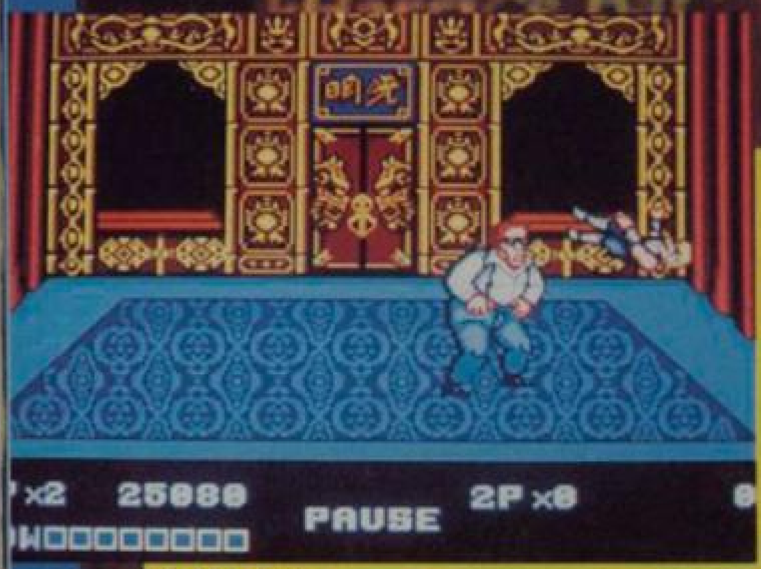




BIG SCREEN BONANZA

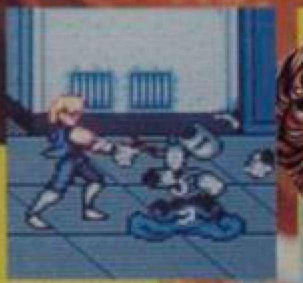
Fans of the Double Dragon games are in for a treat late this year. Golden Harvest, the company who brought you about fifty squillion Martial Arts movies, as well as the two Turtles films, have signed up the rights to Double Dragon. Don't expect a romantic comedy though, this'll be a punchfest of gargantuan proportions. It looks set to start shooting very soon, so more news when we hear it!

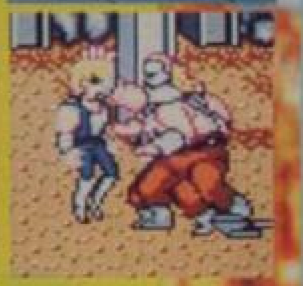
DOUBLE DRAGON
The Revenge
TM

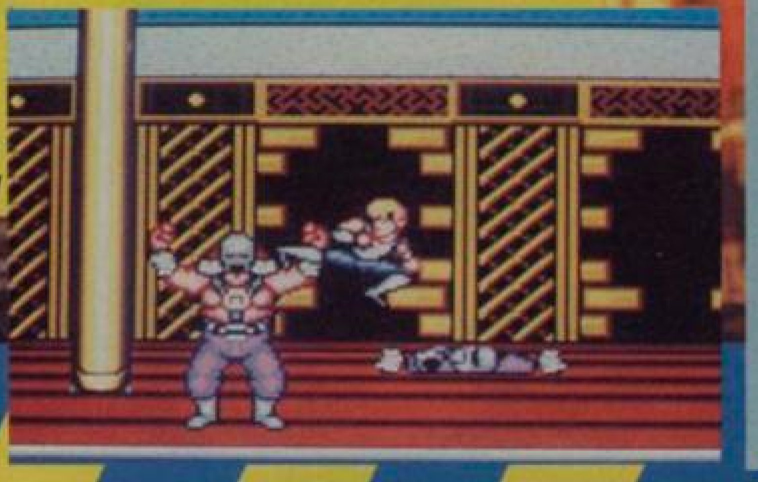


▲ *I bet he likes big dinners!*

▶ *Natty purple cossie, innit!*







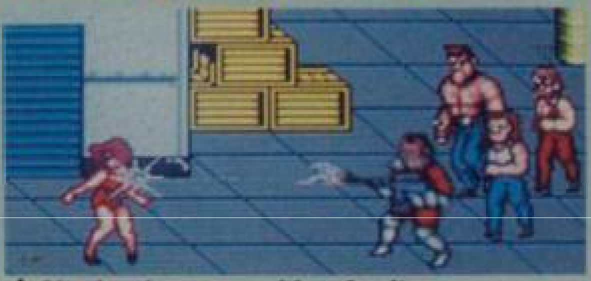
The first DD was a bit of alright. Never before had we seen such inexplicable violence and destruction. The use of weapons like baseball bats, whips and great big rocks was too much to resist. The sequel in the arcades was a bit of a disappointment, the game was essentially identical, with a couple of new baddies thrown in for good measure and slightly tweaked graphics. This wont matter to Megadrive owners though, as you can't get the first game on Sega's baby. Graphically, this is alright. The backgrounds are nice and colourful, spoiled somewhat by the jerky and slightly chunky sprites. The game plays fluidly enough and has the same feel as the arcade machine. The odd control method has been taken straight from the arcade, the A button always kicks or punches left and the C button always strikes right, even if this entails a back kick. Although a little confusing at first, you'll soon get used to it and it works quite well after a while. Soundwise, it's no great shakes, but the slapping, bashing noises are decent enough. All in all, a solid and respectable addition to the genre and a must for Double Dragon fans.

FRANK O'CONNOR

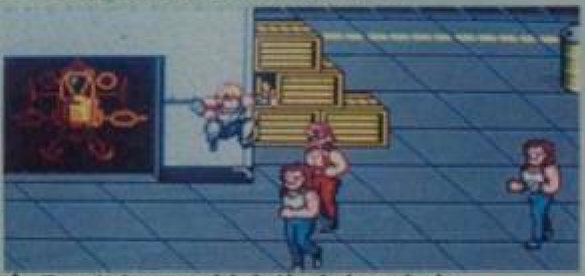
REVIEW

MY BEST FRIEND'S GIRLFRIEND

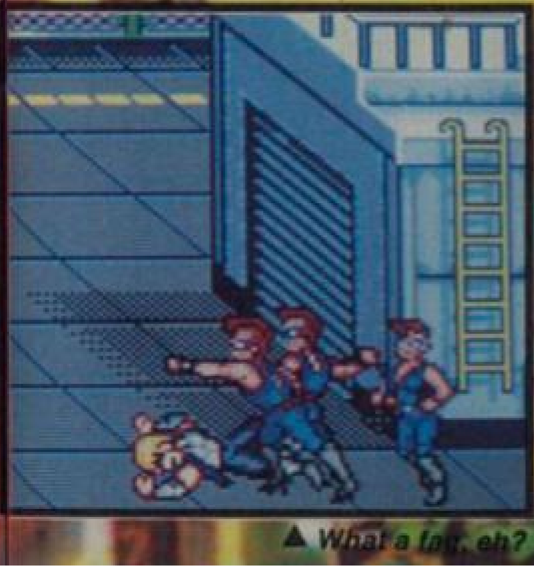
Billy and Jimmy are the best of pals and both of them fancy the same girl. Unfortunately, she's a one guy girl. Mind you, she is dead at the start of the game, so the competition for her love is forgotten until the last level of the game. When you reach this point, said girlie is magically reincarnated, so Billy and Jimmy have to slug it out to see who gets to snog her. What kind of girl is she?



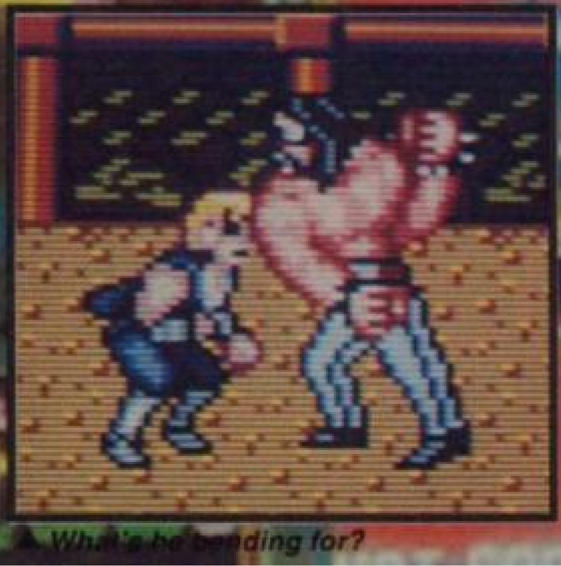
▲ *Yaab, she was asking for it.*



▲ *Don't jump - kick their heads in.*



▲ *What a fag, eh?*



▲ *What's he bending for?*

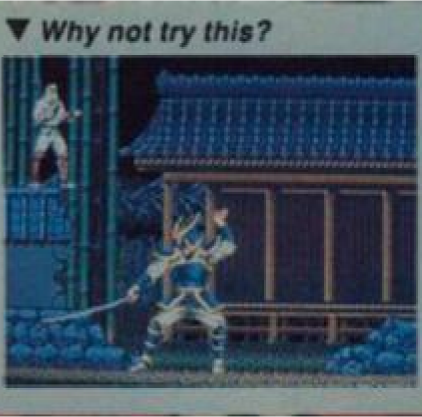
Yes, well. Frank reckons this is arcade perfect, but from what I remember the arcade version of Double Dragon II was good. This is absolutely appalling. Graphically it's a disgrace. Sprites are badly drawn and animated and, when there are a few of them onscreen, the game slows down to a ridiculous degree - and there's really no excuse for that when you see some of the games on the Megadrive with their sprites whizzing about all over the place. Sound isn't bad, but it isn't very good either. But what is really disgraceful is the fact that I finished Double Dragon II within three-quarters of an hour! There's absolutely no challenge to be had here - position your character correctly and the baddies will line up and practically beg you to kick 'em in the head. If this is all that Sega could do with Double Dragon II, I'm not surprised they never released the first game. My advice is to remove all thoughts of buying this from your mind and get one of the far more enjoyable Golden Axe games instead.

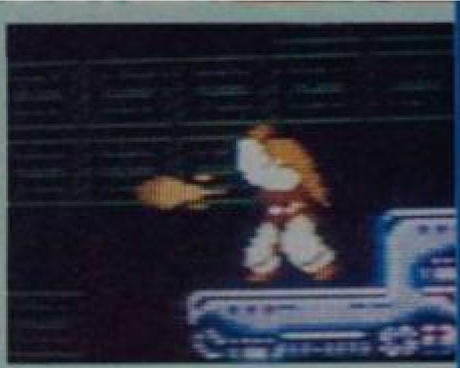
PAUL RAND

MEGADRIVE MARTIAL MAYHEM

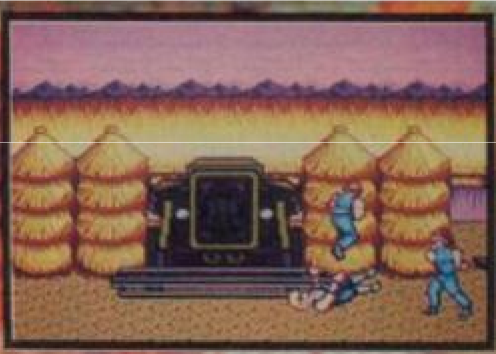
If you don't fancy Double Dragon 2, maybe you'd be interested in another beat 'em up? So far, there have been very few brilliant Martial Arts games, but the list includes the awesome Streets of Rage, very similar too, but a lot slicker than DD2. Revenge of Shinobi is a more platform oriented game, but still stands tall as one of the best Megadrive games ever. Kabuki Fighter is a great laugh and is kind of like Final Fight in the Middle Ages. Mind you, there's yet to be a great one on one fighting sim, so let's see a decent Streetfighter clone!

▼ *Why not try this?*

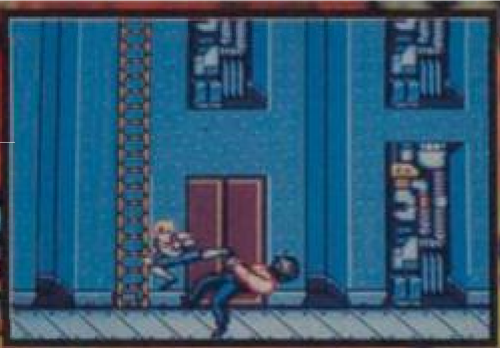




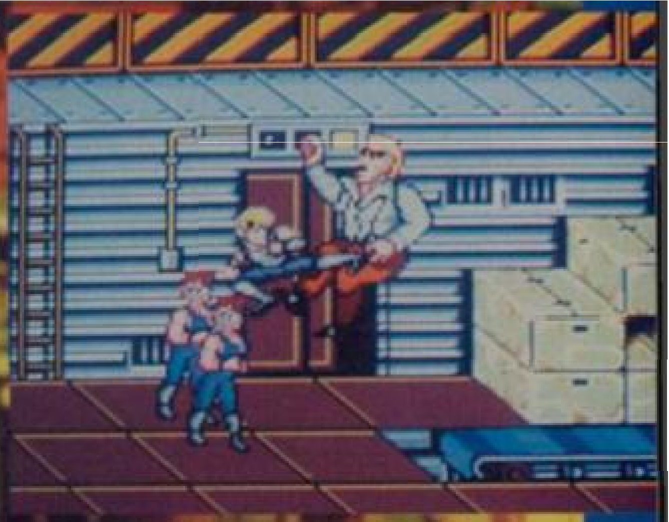
▲ *Or this?*



No time to rest...



▶ *There's kicking to be done.*

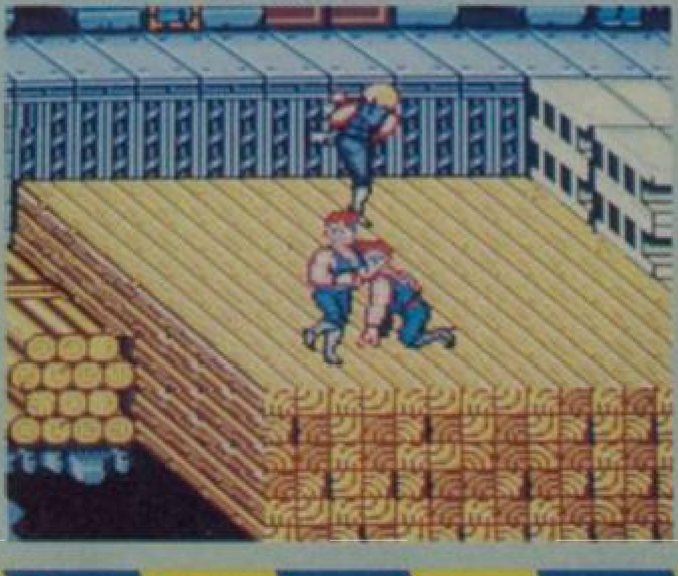


▲ *You'll believe a fat man can fly!*

GHOSTLY GOINGS ON

Before Billy and Jimmy reach the final obstacle, they have to beat up their own ghosts. The ghosts rise mysteriously from nowhere and set about our boys. Smacking a ghost in the teeth is a lot harder than you'd think and it's no fun having your teeth kicked in by your own spirit. Quite how your ghosts turn up before you're even dead is a bit of a mystery. I bet Patrick Swayze never had this trouble.

▼ *Stomp on the tarty-pieces' heads.*



MEGADRIVE

GRAPHICS	74
SOUNDS	76
PLAYABILITY	68
LASTABILITY	65
OVERALL	67

RED HOT GAM

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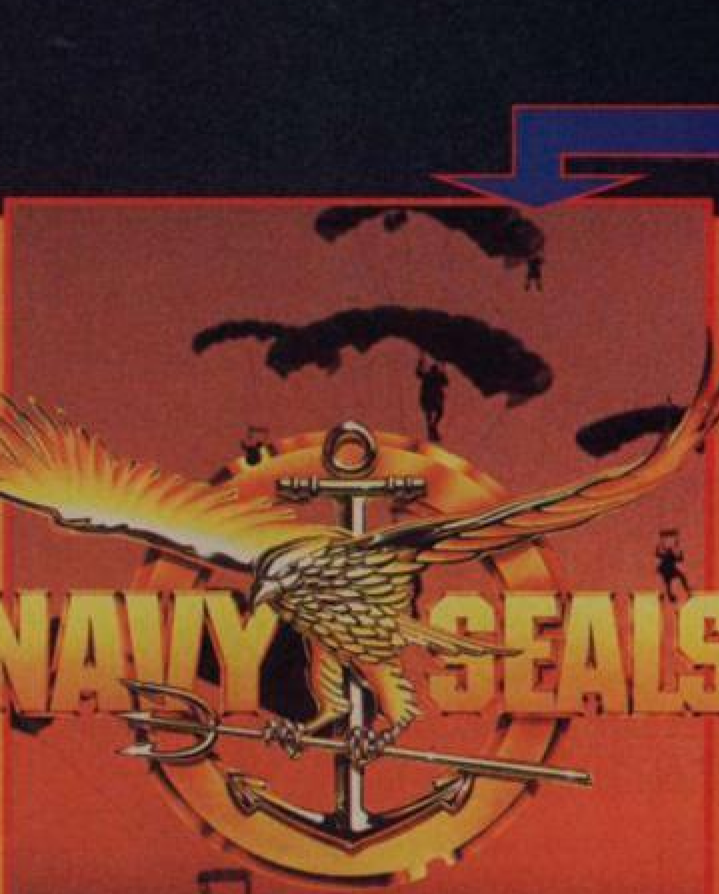

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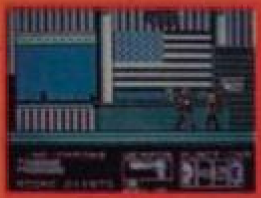

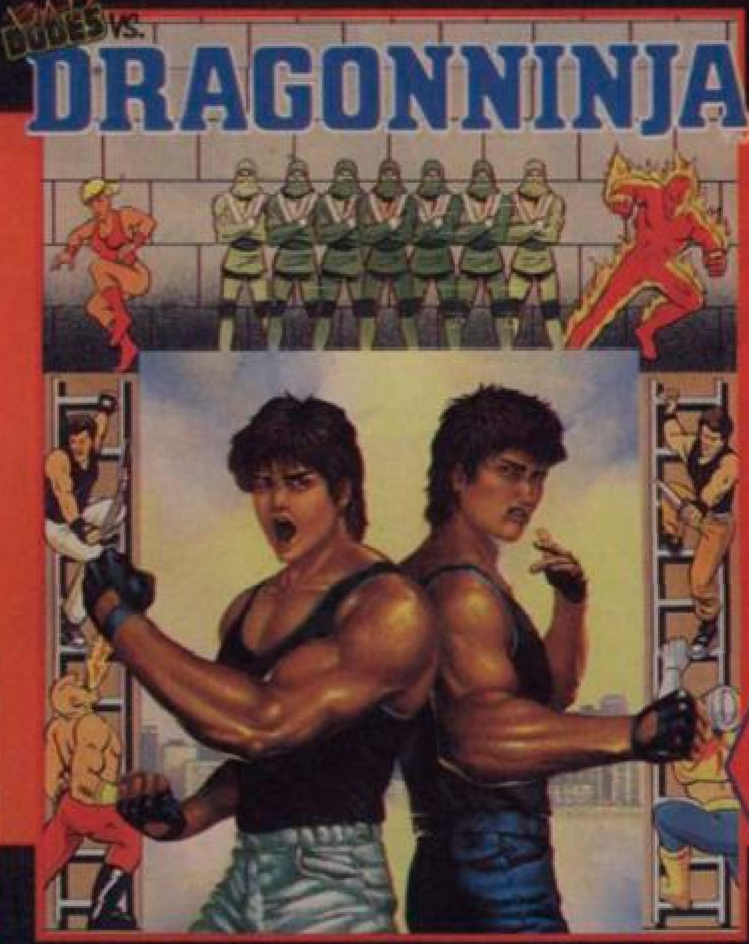

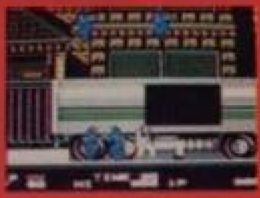

TAKE ON THE ROLE OF THE GUARDIAN ANGEL AS YOU DISPENSE ROUGH JUSTICE TO THE PERPETRATORS OF EVIL AND LAWLESSNESS. SOME OF THE MOST DRAMATICALLY EXCITING SCREENS EVER CREATED CONFRONT YOU IN YOUR QUEST TO RESTORE DECENCY TO DETROIT. PART MAN... PART MACHINE... ALL COP.

KIDNAPPED! THE HEADLINES SCREAM. THE NATION IS PARALYZED IN SHOCK. IS IT POSSIBLE? THE PRESIDENT KIDNAPPED? WITHOUT A MOMENT'S HESITATION YOU KNOW WHO'S RESPONSIBLE- THE DRAGON NINJA. AS BLADE OR STRIKER, A.K.A. THE BAD DUDES YOU TAKE TO THE STREETS TO RESCUE THE PRESIDENT.

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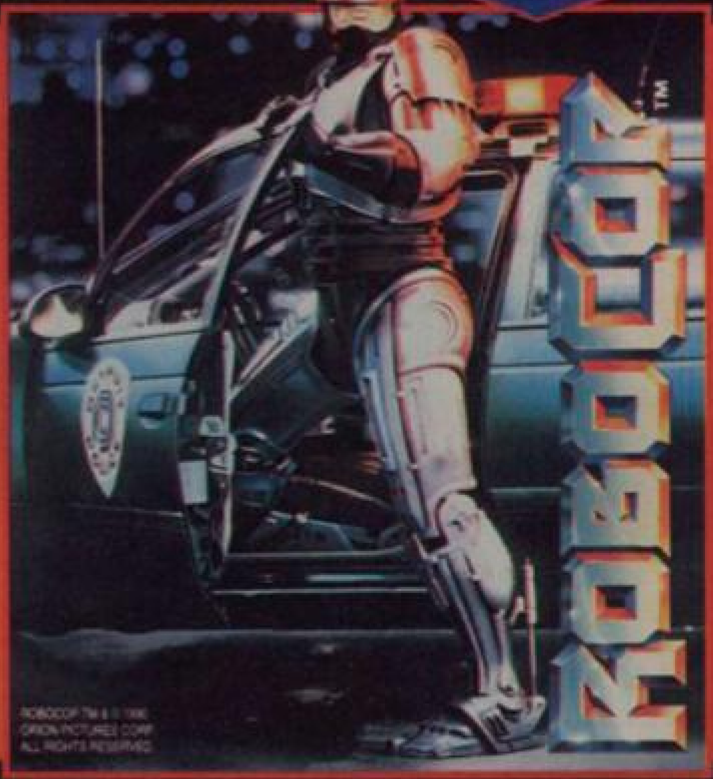
A CRIMEWAVE IS SWEEPING THROUGH OLD DETROIT. THE SITUATION IS EXPLOSIVE SO PREPARE YOURSELF FOR NON-STOP ACTION IN ONE OF THE MOST INCREDIBLE GAMES YOU WILL EVER PLAY. ITS GOING TO TAKE MORE THAN A COP TO CLEAN UP OLD DETROIT - ITS GOING TO TAKE ROBOCOP. "YOUR MOVE CREEP."



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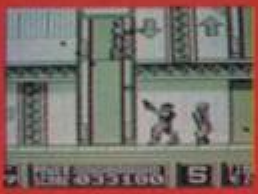

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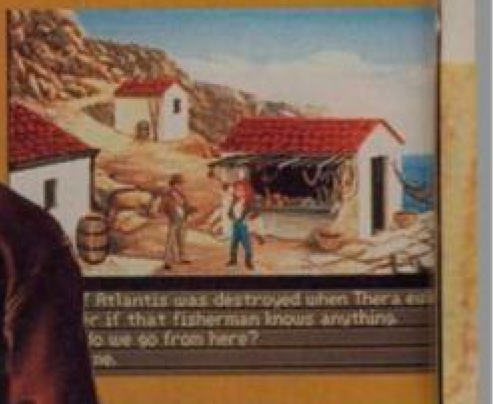
PREVIEW

INDIA

a

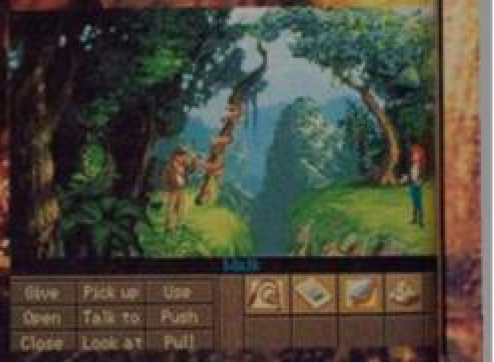
FATE

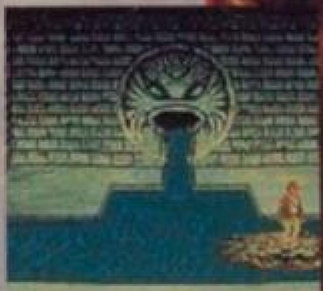
HOT! HOT! HOT! He's got to be one of the greatest dudes of all time, and here's Indiana Jones with a whole hatful of fab-looking new games in the pipeline - putting the man with the hat on just about every machine there is! Lucasfilm have sure been busy beavers of late, with tons of Jones-related goodies coming your way pretty flippin' soon. Well, what else could we do with all these megatastic and completely Exclusive Indy goodies than stuff them inside this cram-packed issue and slap the great man himself on the cover? After all, CVG is the greatest games mag in the world - so make way for whip-crackin' pants cackin' FRANK O'CONNOR with all sorts of white hot Indy info...

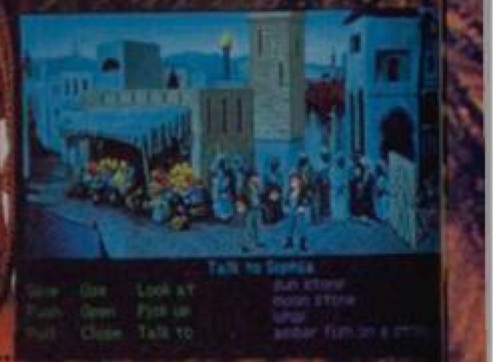

Atlantis was destroyed when Thera e
r if that fisherman knows anything.
o we go from here?
ne.

THE ADVENTURE!

Yahoo! All of you diehard Indy fans out there can relax. If you didn't get your fill of the whip wielding adventurer from the first three films, Lucasfilm might just have saved your life! Using a system very similar to the Monkey Island games, Lucasfilm have come up with an awesome looking graphic adventure. In this latest incarnation, you take on the role of the man himself. Indiana Jones, archaeologist and role model for hat wearers everywhere. His quest this time round, is to find the fabled city of Atlantis. Indy is approached by a top Nazi agent, who wants to know the value and authenticity of a mysterious artifact. Indy guesses immediately that the artifact is real and from the lost city itself. He then teams up with a gorgeous psychic girl named Sophia Hapgood and the quest for Atlantis is on! Mind you, this kind of stuff is never easy with the Nazi scum in hot pursuit. Use the icon controlled menu, collect the objects you need and do battle with the might of Adolf Hitler's Third Reich!



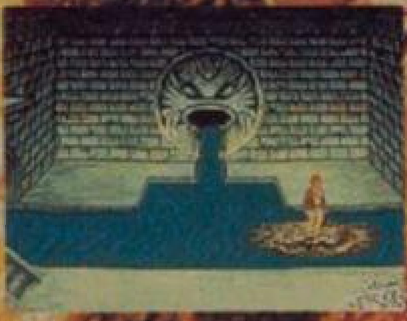




Chatting ▶ up Sophia's a bit easy if you're Indy...

DIRTY NAZI SCUMBAGS

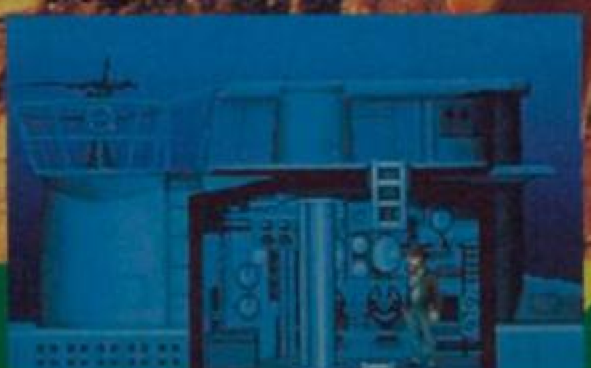
Poor old Indy. He's always being chased around the world by Nazis. Quite why they hate him so much isn't too clear. It probably has something to do with the fact that he keeps on nicking all their stuff. Every time the Nazis get hold of some bit of ancient swag, along comes Indy and pinches it. This is his third run-in with the Third Reich and it probably wont be his last. Don't you just hate those Nazis?

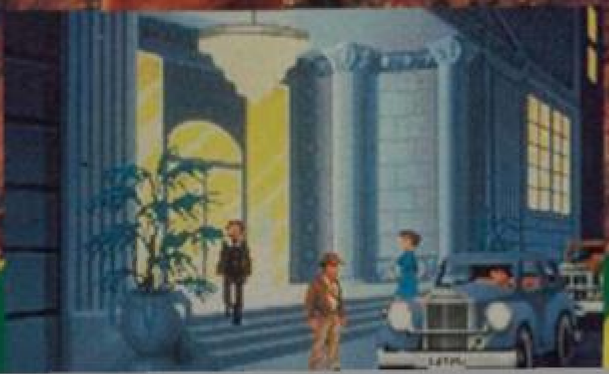


▲ This place is full of surprises!

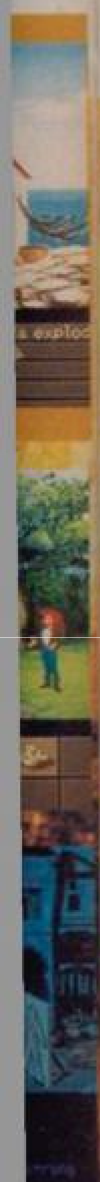
WHAT AN *i*MUSING STORY!

Indiana Jones and the Fate of Atlantis features Lucasfilm's incredible new *i*MUSE system. This was first used to excellent effect in the incredible Monkey Island 2. The system detects where the hero is and what the characters are doing at any given time. The music is then adjusted to suit the situation. The beauty of the system, is that there are no sudden changes, everything changes gradually, just like a real orchestra. With a decent sound card on your PC, the effect is totally staggering.



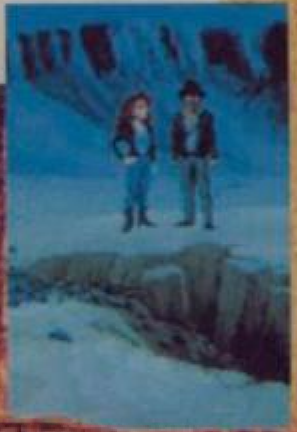


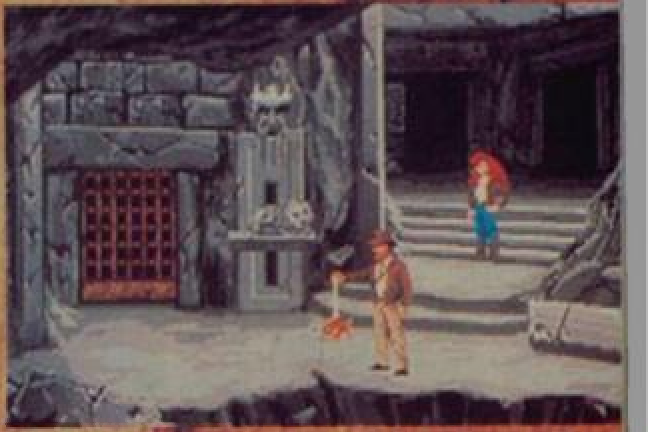
ANA JONES and the E of ATLANTIS



THREE WAY GAMEPLAY!

There are three ways, or paths, to play the latest Indy game, the first is the obvious one and uses the same kind of logical (and not-so-logical) puzzles that you've come to expect from Lucasfilm. This requires a combination of strategy and puzzle solving ability. The second option, is to play it as a purely action oriented adventure, using your whipping and fighting skills to best effect. The third option is a bit mysterious. Called the "Team Path", it apparently requires "an intuitive sense and interpersonal skills". Blowed if I know what that means, but it sounds like a more involved and difficult version of the first path.

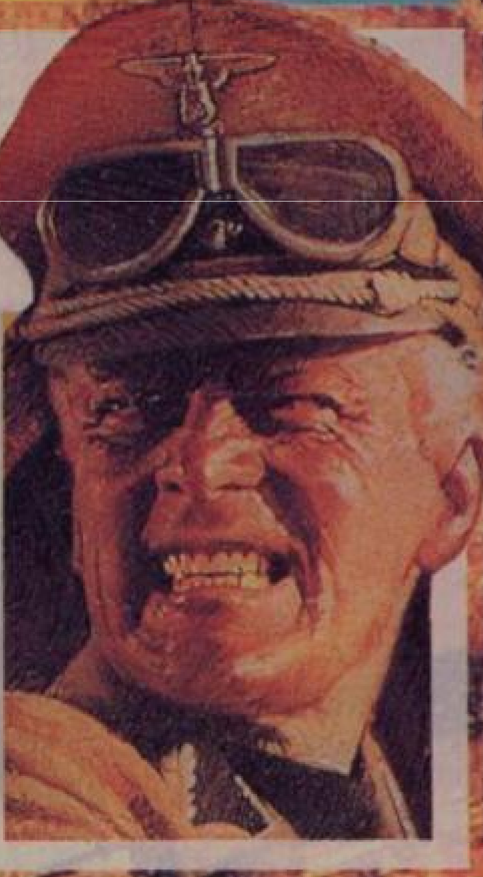


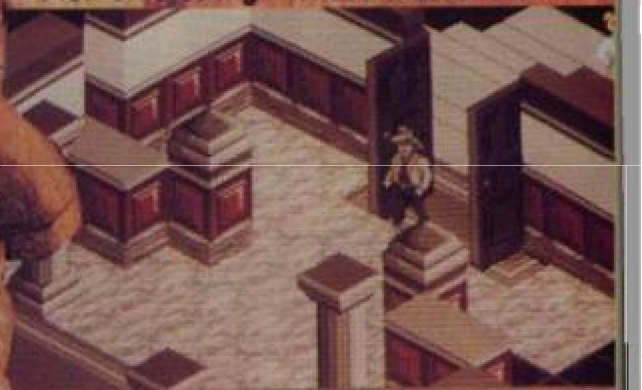


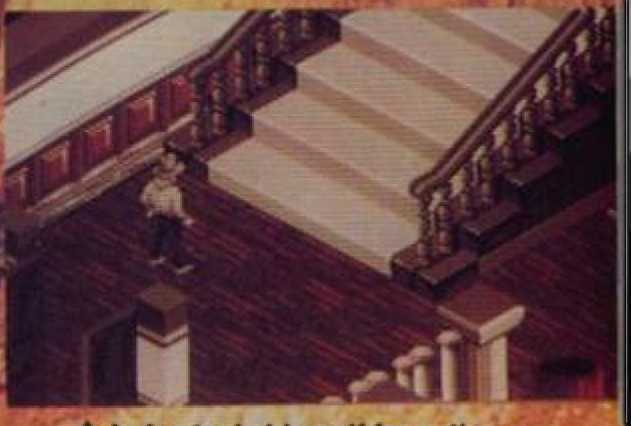
▲ *Fish-on-a-string? What's that for then?*

THE ACTION GAME!

Lucasfilm are bringing out two distinctly different Indy games and this will be the second. It's an arcade adventure, with more in common with the likes of Heimdall and the Immortal than Monkey Island. It uses the now familiar isometric 3D viewpoint to portray the action. You can view the action from several viewpoints, useful for looking behind obstructing objects. Indy and his new girlie, Sophia Hapgood, have to find the lost city of Atlantis. To do this, they'll have to make their way across the world, visiting Nazi filled countries as they do so. The places you'll visit include a top casino in Monte Carlo, a danger-filled naval base, a claustrophobic submarine and at last, the city of Atlantis itself. You can control both Indy and Sophia and each have their own special talents. Indy's talents are obvious, punching Nazis and whipping things, but Sophia has rather more interesting attributes...including psychic powers. Indy tends to get by through smacking people in the teeth, but if you take control of Sophia, you'll need to use your wits and brains to get anywhere. So, it's off to Atlantis for some undersea escapades!





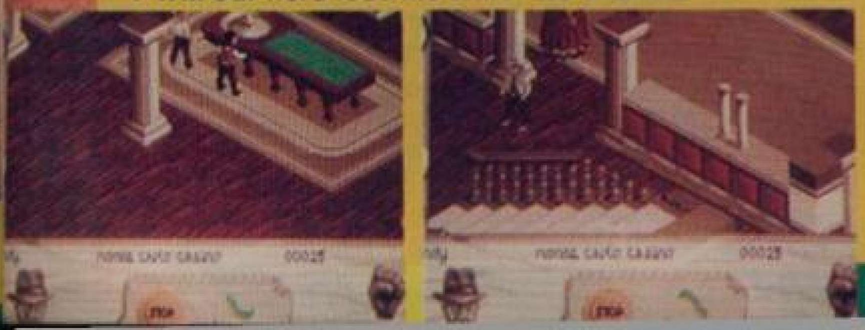


▲ *Indy steels himself for action...*

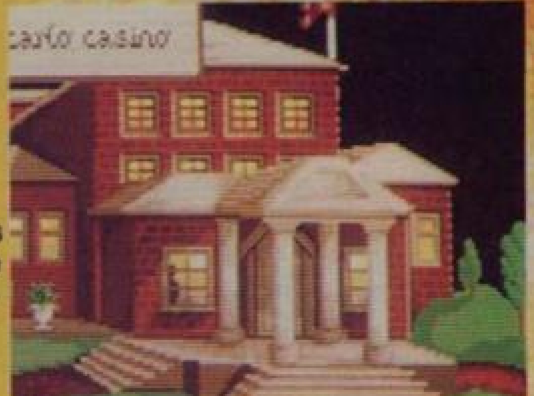
SOPHIA'S A TWO TIMING PSYCHIC

The heroine of the story, Miss Sophia Hapgood, has in her possession, some very important jewelry. This jewelry is made of a very strange substance called Orichalcum. This stuff is supposedly what the ancient peeps of Atlantis used to power their city. What it has done though, is bestow top psychic powers on the hapless Miss Hapgood. Mind you, the Nazis want the jewelry off her, so look after her!

▼ *Will our hero lose his shirt? No chance!*



To complete each section, you'll have to guide both characters through the level. It's generally easier to get Indy through, 'cos he can whack people in the teeth if they get in his way. Sophia is a bit wet, so you'll have to be a top hero to save her miserable skin. Problem is, you can't just leave her to the mercy of the Nazis, which would make things a lot easier. Still, Indy's a caring kind of guy and he wouldn't do that sort of thing.

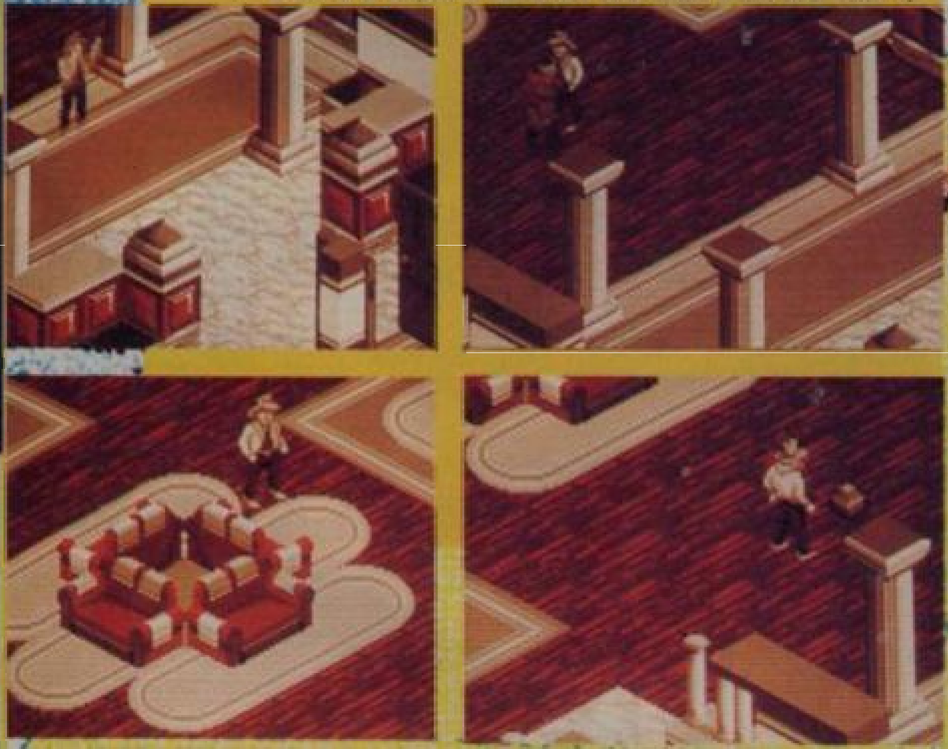


PREVIEW

LIGHTS, CAMERA, ACTION!

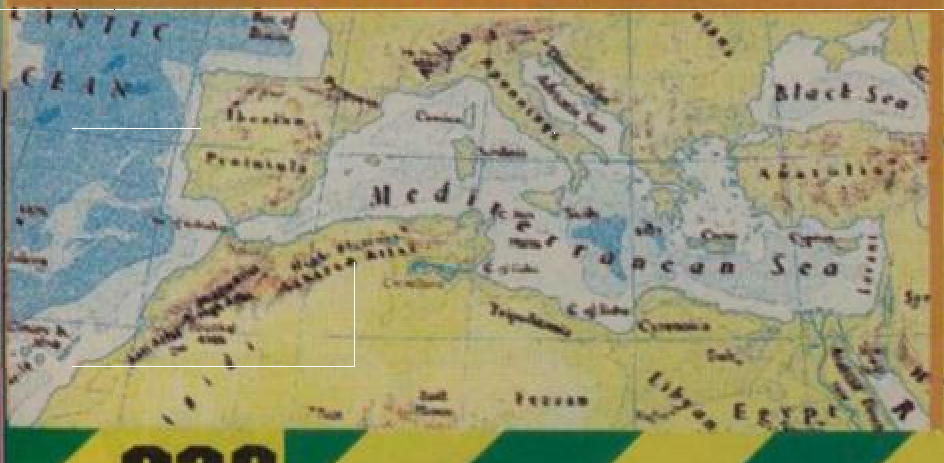
The isometric viewpoint of the action game, can at first seem a little confusing. Lucasfilm though, in their infinite wisdom, have included a multiple viepoint option. This allows you, at the press of a button, to look at the scenery from absolutely any angle. This comes into play when you're hunting for objects, as they can often be hidden behind bits of furniture. Look out for chocolate bars, Indy's partial to a bit of choccie!

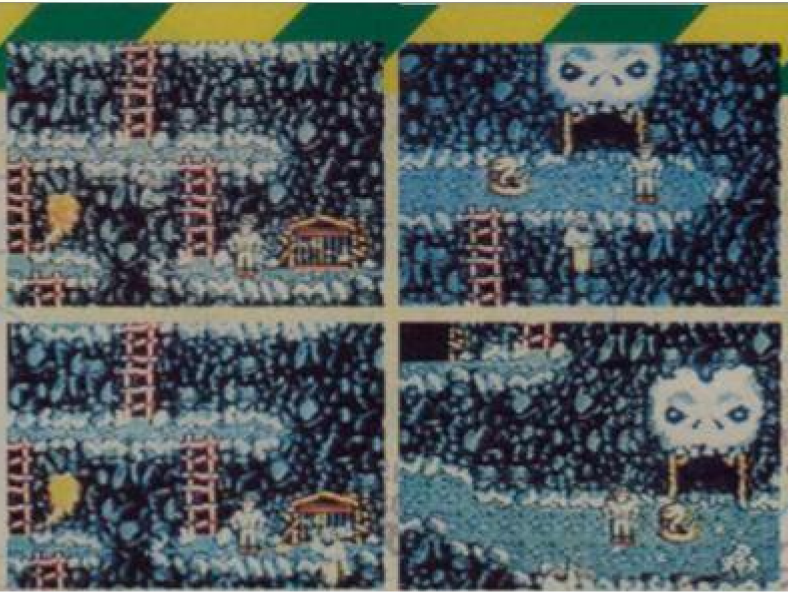
Cor! It's Casino laffs for the man with the hat! ▼



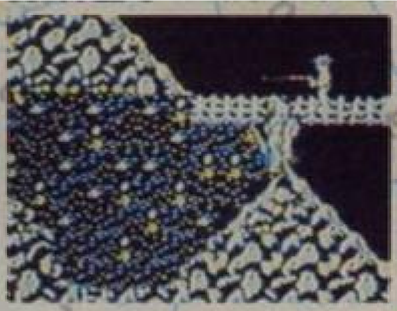
WHERE IS ATLANTIS THEN?

Nobody really knows where Atlantis was supposed to be, but whackos who believe in that sort of stuff reckon it's off the North African coast, between Egypt and Spain somewhere. The great Greek philosopher, Plato, wrote about Atlantis in his top-selling paperbacks. Apparently, the Atlanteans were possessed of great technological skills and were immortal too. Well, at least they were until the whole blimmin' city sank without a trace after a volcanic upheaval.





and the
TEMPLE OF DOOM



INDY, INDY EVERYWHERE!

There are absolutely tons of Indy games available, more than any other film license ever. There are versions of Raiders of the Lost Ark on almost every machine, including the Atari VCS. The second game, Temple of Doom, turned up first as an Atari coin-op, with computer conversions following soon after. Next came the Last Crusade and this turned up in both adventure and arcade forms, the latter even appearing on the Sega Master System. Indy games fans are spoiled for choice!

SO YOU WANNA SEE MEGA CD?

The prospect of Indy action on the Mega CD should have you wetting your pants with excitement, so here's the lowdown: all the indications are that there are BIG plans afoot for Lucasfilm titles on the Mega CD. Although there has been no confirmation yet, CVG's spies in the sky tell us that some pretty top-level meetings with all sorts of important people have been going on - and now Indy on the Mega looks increasingly likely. We know for sure that Monkey Island will be making the all-singing, all-dancing transition onto Sega's new machine, so you can bet your bottom dollar on a full-blown Indy game in the not-too-distant Mega CD future! Watch this space...

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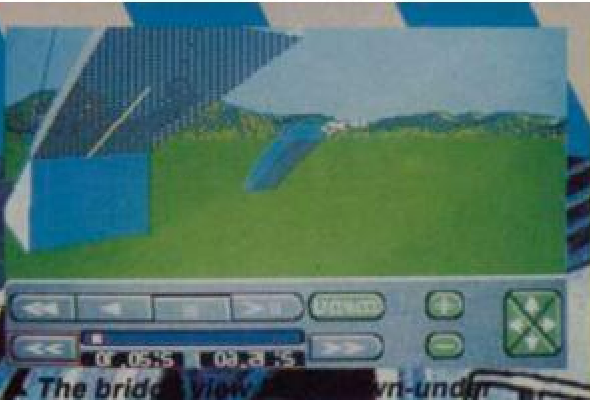
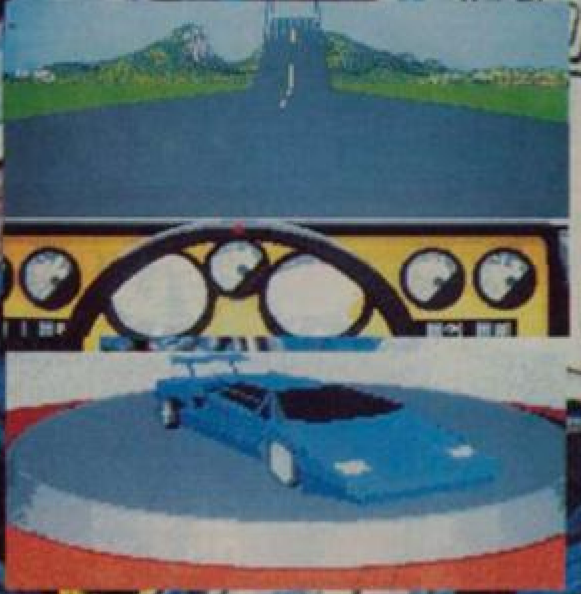
AMIGA £25.99

BY MINDSCAPE

So, you're a hot boy racer who likes nothing more than taking your wheels for a spin around some of the most demanding courses around. Unfortunately, your wheels probably consist of a rickety old mountain bike and the most dangerous place you can find to take it is up the high street. Luckily Mindscape has come to the rescue with 4D Sports Driving. Choose from a multitude of high-performance sports vehicles and take to the track for one of the most hair-raising rides you'll ever encounter outside of a fun park. Race against the clock or, if you prefer, challenge the computer-controlled loonies to a driving duel to the death! And, when you undoubtedly crash and burn, watch a full replay of your debacle from a number of camera angles. What are you waiting for? Get out there and burn rubber!



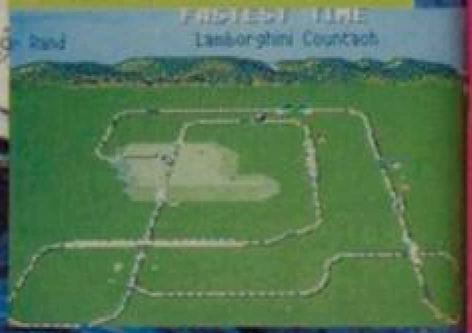
▲ The brid[illegible] view [illegible]wn-under



Get a lo[illegible] of that littl[illegible] baby!

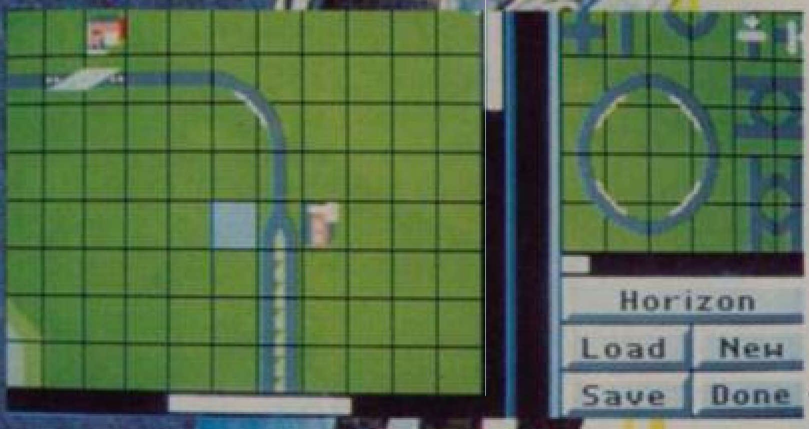
LIGHTS! CAMERA! ACTION REPLAY!

Complete a lap (or trash your motor) and you'll be given the option to view your performance via the handy action replay facility. With VCR-like controls you can fast-forward or rewind through the race to your heart's content and, once you've found that gravity-defying feat of excellence to boast to your friends about, hit the Play button and see those jaws drop!



BIG TRACK ACTION

Should you get pee'ed off with the half-dozen or so ready-to-use tracks, why not have a go at knocking up your own? Just zip along to the course editor option and build your very own devillish driveways! You can make them as easy or difficult as you want, with bits of road and all manner of obstacles, jumps and other magic things!

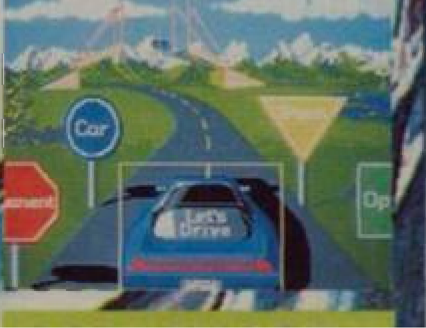


◀ Why not create your tracks?

SPORTS 4D DRIVING

Hard Drivin' II was a bit of a disappointment, its only saving grace being the track editor - and that wan't exactly brilliant either. 4D Sports Driving, on the other hand, is a very admirable package: combining good, fast graphics with challenging but enjoyable play and a whole host of bits and bobs bolted on the end for good measure. The variety of different game settings means you'll not get bored for a while and, when you do, you can have oodles of fun building your very own nightmare tracks! There are a couple of moans, though: the cars themselves look like carboard boxes (but to be fair the lack of detail keeps the frame rate nice and nippy) and there's too much disk-swapping, which is a real pain. Despite that, 4D Sports Driving is a fast, fun frolic which will give you more than a few spin-related laffs!

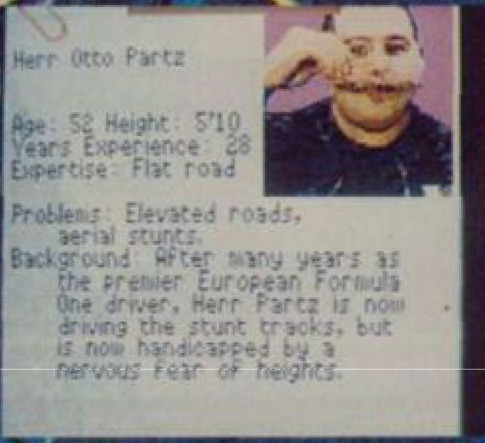
PAUL RAND



COR! THOSE KERRRAZY KRAUTS!

If you get tired of racing on your own against the clock, why not test your skills against one of the computer-controlled drivers included in the game? Each one has his own strengths and weaknesses - like the German stunt-driver who's scared of heights!

▼So, let's [illegible] how we got on then...



Herr Otto Partz

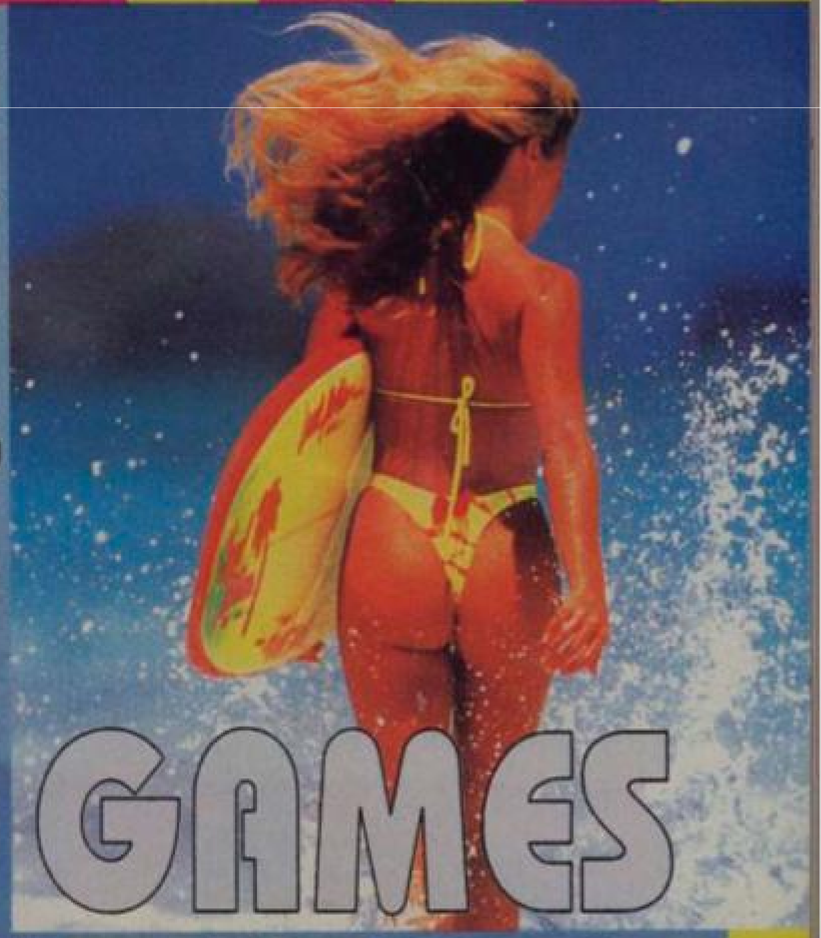
Age: 52 Height: 5'10
Years Experience: 28
Expertise: Flat road

Problems: Elevated roads, aerial stunts.
Background: After many years as the premier European Formula One driver, Herr Partz is now driving the stunt tracks, but is now handicapped by a nervous fear of heights.

AMIGA	
GRAPHICS	84
SOUNDS	74
PLAYABILITY	86
LASTABILITY	88
OVERALL	84

REVIEW

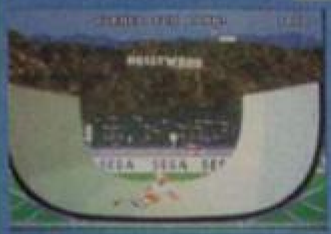
CALIFORNIA GAMES

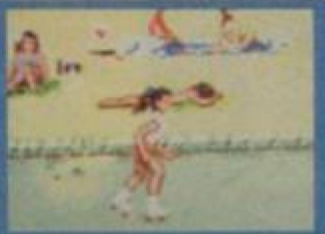


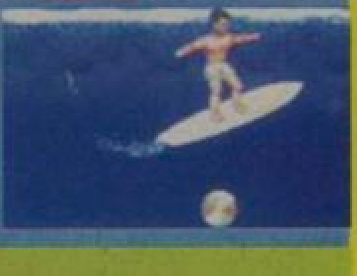
MEGADRIVE £39.99

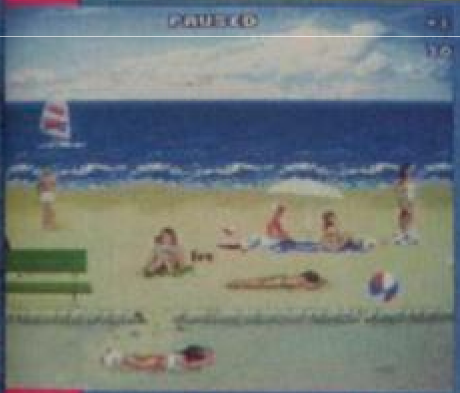
BY SEGA

Narly! Bodacious! Station! It's California Games and it's totally non bogus. Californian dudes don't waste their time playing bizarro games like soccer and baseball, they prefer to skate, skateboard or like, juggle hackey-sacks. More than anything though, Californian dudes like to surf. Yup, this is a simulation of some of the daftest sports ever. The list of games reads like a list of overnight fads. There's half pipe skateboarding, there's BMX racing, rollerskating, juggling and last but not least...surfin'! This is what those Baywatch types live for. This game was released on home computers yonks ago and met with critical acclaim. It's part of a long running series that started about a squillion years ago with Summer Games. We then had Summer Games 2, followed closely by Winter Games. This borrows much in the way of graphical style and gameplay from the first three and the result is a multi-player, multi-event laff. You can compete in any event and in any order, or just practise your favourite event for fun. The options are comprehensive and you can have up to nine competitors at one.

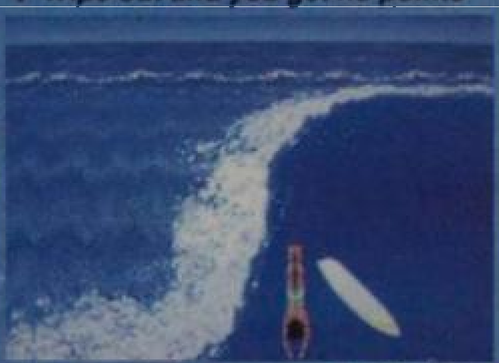






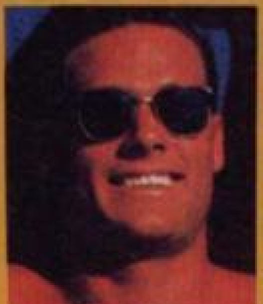


▼ *Wipe out and you get no points*



SURFIN' USA

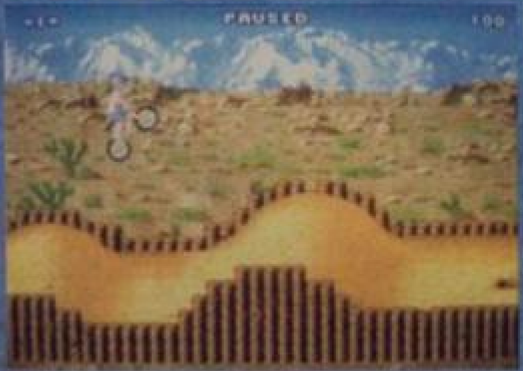
The most typical of Californian sports is surfing. This is when some tanned, well muscled kid, stands on a big ironing board and slides along a great big wave to almost certain death on the rocks. The Sega interpretation of this is very neat. You move up and down the wave in a rhythm to build up speed and you can leap off the wave and perform a turn. Real heroes get points by shooting under the curl of the wave, Californians call this "Curlin' some totally narly toobs, dude!". We call it "Very silly and dangerous". It's just like the Old Spice advert!



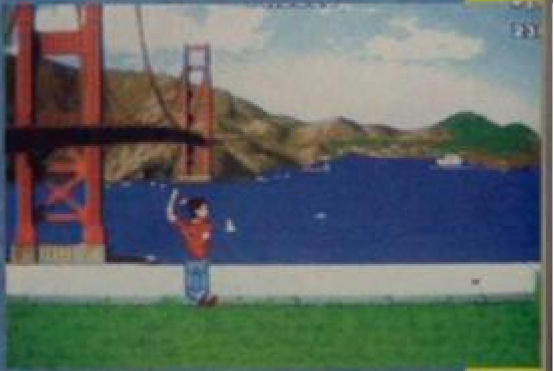
Cor, what a laugh! This is one of the few sports sims available on the Megadrive, so you're not exactly spoiled for choice. The events themselves are a fair old laugh and the graphics, it must be said, are amazing. It's one of those games where you really need a few pals around to fully enjoy it. It's OK playing the competition against the computer, but with a gang, it takes on new dimensions. The five events may not sound like much, but each has its own appeal and can be thought of as a separate game. Sound-wise, this cart is reasonable, I mean the tunes are brilliantly done, but they're kind of depressing and don't really suit the game. Learning the different control methods for each event is fun and a different talent is required for each sport. Some need speed, some need rhythm, but all need a laid back Californian attitude. California games is a brilliant title, but ultimately dull for one player.

FRANK O'CONNOR

▼ *Bike bike beach action!*



▼ *Hacky sack action*

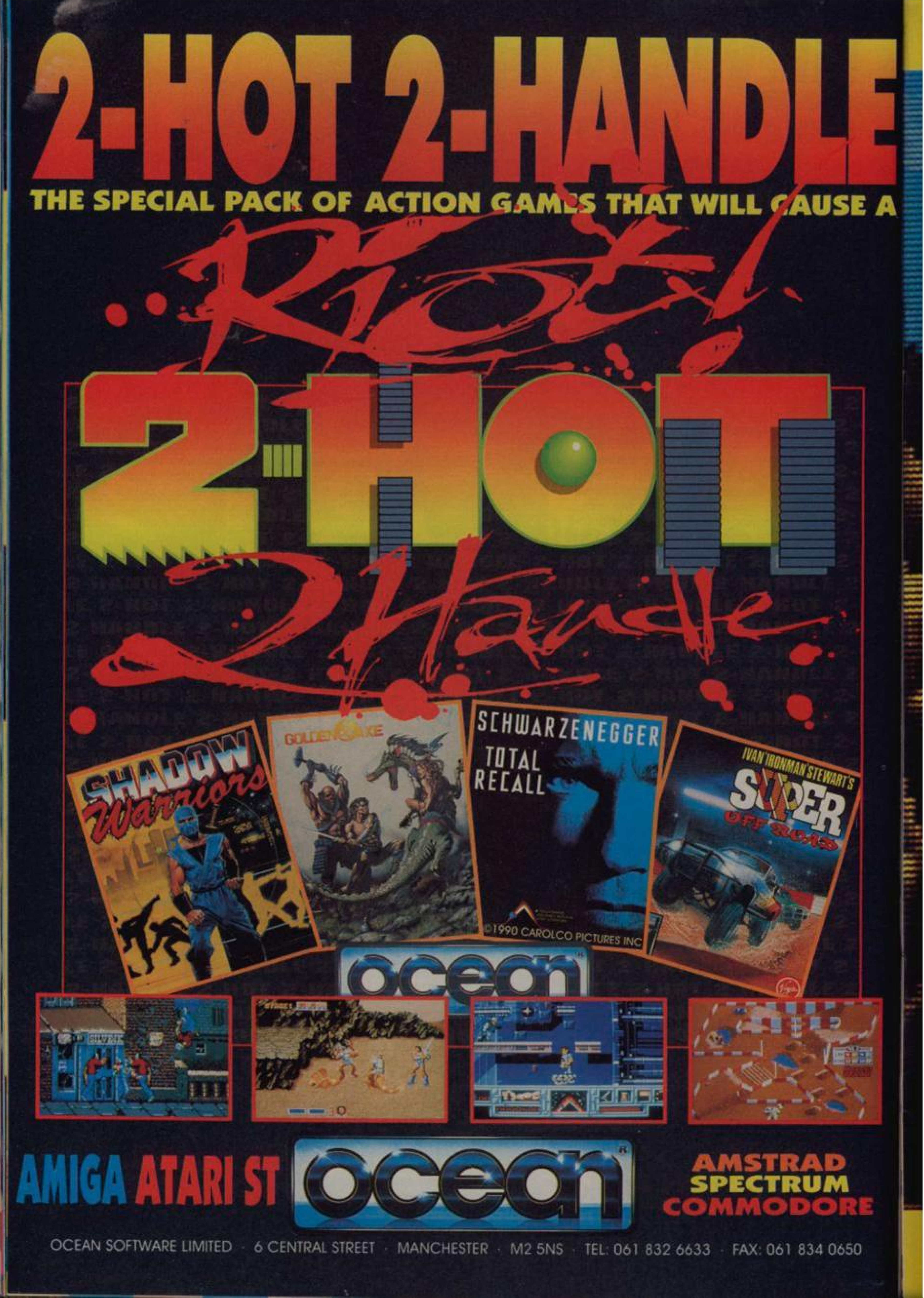


WHERE'S THE FRISBEE

The original 16 bit versions of Cally Games, had an event not present in the Sega title. Frisbee throwing! This was excellent fun and it gave you the chance to perform some brilliant frisbee related pranks. This game worked best in two player mode and it was a right old laugh. Sadly though, memory restrictions meant that they couldn't fit all the events on one cartridge, so out went frisbee throwing...aah!

▶ *Oh dear, oh dear...*

MEGADRIVE	
GRAPHICS	89
SOUNDS	78
PLAYABILITY	88
LASTABILITY	86
OVERALL	87



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REVIEW

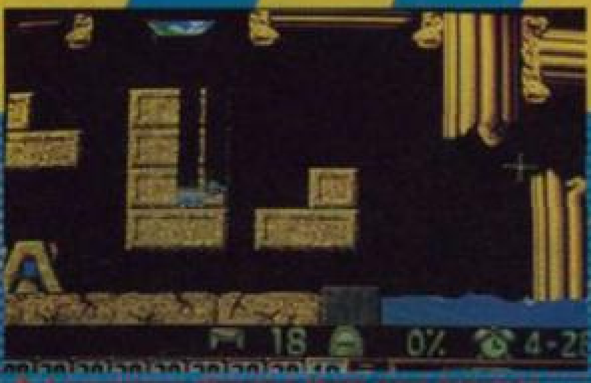
SUPER NES £45.00

BY SUNSOFT/PSYGNOSIS

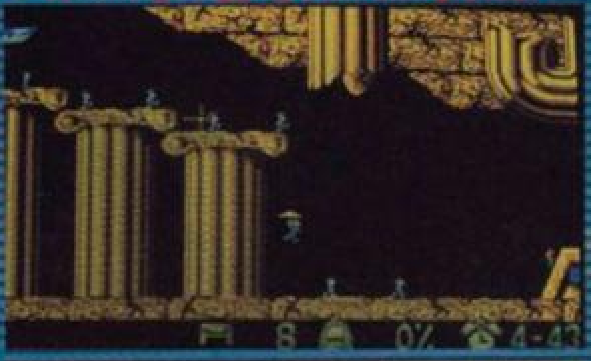
They're lean, their green, they writhe and scream. They're Lemmings and they're on the Super NES! Hurrah! This game caused a bit of a storm when it was released a couple of years ago. The original concept and the hilarious theme had 16 bit owners buying it by the bucket-load. The game is essentially simple, you have to guide a number of suicidal Lemmings across a hazard-filled landscape. The Lemmings are completely thick and will walk to their death over the edge of a precipice, through fire or even plummet to a watery grave in the sea. It's up to you to stop them. At the bottom of the screen is a string of icons. These give you the ability to endow a Lemming with a certain power. For example, if the daft gits look like they're going to fall off a cliff, you could make one a Blocker. He will stop dead and any Lemmings who meet him will turn back the way they came. Other powers include bridge building, digging, bashing and parachuting. You have to use these powers to get the Lemmings to the exit, usually on the right-hand side of the level. Sound easy? Don't kid yourself!

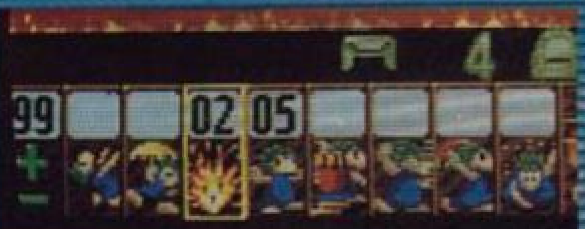
BLOCKERS, DIGGERS AND BOMBERS

You have a very wide range of abilities to bestow upon a bog-standard Lemming. The list of transformed Lemmings reads like this; Bombers, they self destruct after a short countdown, taking a good bit of scenery with them. Blockers, the most commonly used, they simply stop the Lemmings from walking any further. Diggers, they dig straight down with their bare hands. Miners dig in a diagonal line using a pick-axe. Bashers punch through rock and earth in a straight line. Bridge builders build diagonal ramps. Parachutists use umbrellas to break their falls and finally there's climbers who can scale vertical walls.



▲ Lemmings digging their own graves!





This is the list of icons available... use them well! ▶

NUCLEAR CATASTROPHE

If it all gets too much for you and you can't cope with the horrible little blighters anymore, you can call up the Armageddon option. Activating this causes a timer to appear above the head of any Lemming on screen and after a count of five...Kerblammo! The Lemmings are history and you can try that level again. The explosion as the all kick the bucket simultaneously is quite impressive!

Break through this wall! ▼

LEMMINGS

Lemmings! If you haven't played it, you haven't lived! This game scooped about fifty squillion awards last year and it deserved every one. It looks dead boring, but appearances couldn't be more deceptive. The big worry about the Super NES version, was that the control method might be iffy, remember, the original used mouse control. Fortunately, the SNES' six fire buttons make it a joy. The control method employed here is actually easier to use than the original and a lot faster. The graphics aren't really up to much, but the animation is superb. Sound-wise, this knocks spots off the Amiga version, with brilliant tunes playing on every level. As far as gameplay goes, this is faultless. It's easier to get into than the Amiga version and harder to get out of. It's not difficult to find yourself playing at three O'Clock in the morning, trying to get past that particularly nasty level. There are so many tricks and surprises in this game, it's a joy to behold. There are only two really essential purchases on the SNES, Super Mario World and now Lemmings. What more can I say? Buy it!

FRANK O'CONNOR

WHAT'S A LEMMING?

A Lemming is a real animal, famed for its suicidal antics. It looks a bit like a gerbil and it's actually quite cute. They don't really commit suicide, as is the popular myth. This stems from their total stupidity when it comes to swimming. Lemmings can't really swim, they're completely crap, but they will carry on trying. To an observer watching them try to cross a river or pond, it looks like they're trying to pop their corks.

HOW TO WIN AT LEMMINGS!

There are a couple of very easy knacks to playing Lemmings. The first, is to pay attention to the hints that sometimes pop up on the screens between levels. Secondly, you should always pause the game and take stock of what's on the screen. The timer stops when you pause the game, so you can stop and think about it all day if you like. Also, keep the rate at which your Lemmings pop out of their burrow down, it's no fun when a hundred death-hungry Lemmings throw themselves off the nearest cliff!

SUPER NES

GRAPHICS	86
SOUNDS	91
PLAYABILITY	94
LASTABILITY	94
OVERALL	**93**

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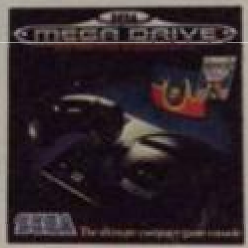

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STUPID THICKIE SPECIAL

BLUURRGHHHH! Here we go again, with a stupendous five pages of the best Mailbag in the land, courtesy of the world's only and only host with the most! This month you lot seem to have hit an all-time low when it comes to intelligence, so welcome to the Stupid Thickie Special, in which all the lowest quality letters are hung out to dry. Think you've got what it takes to match my amazing level of wit and wisdom, or just want to know about games? Pick up that pen, do your worst and fire your liveliest laffs off to: YOB'S MAGNIFICENT MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. As ever, I've got an amazing £100 (One Hundred Pounds) to give away to the best letter of the lot, but nobody wins this month. Well, how the hell do you expect me to award any cash to this crap...

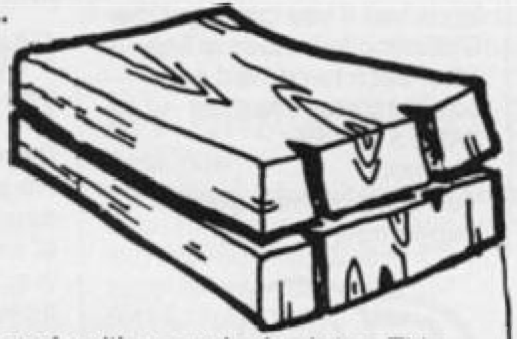
I'M THICK, I AM

Dear Yob,

Please will you print this letter because I want to know these questions. **1.** What is the password for the first level of Shadow Of The Beast II for the Amiga? **2.** What do you think is the best game for the Amiga?

BENJAMIN DUCKHAM,
Woodbridge, Suffolk.

YOB: 1. Accessing the first level of SOB II is easy thanks to this oh-so-clever cheat: simply press the fire button to start the game while standing on your head shouting "I'm a stupid asswipe and everyone laugh at me." Lo and behold you're playing the first level! Best of all, you can do this as often as you like - and you'll always start in the same place! 2. Why do you want to know? You'll never work out how to play it anyway...



I'M AS THICK AS HE IS...

Dear Yob,

I thought I'd write to you again with a new boring letter. This time I'm asking questions. **1.** On Super Mario 3 you said there was a small two-player game. I know I'm probably wrong but is it when you move your Mario on the map screen onto Luigi or vice versa? **2.** What happened to the end of my last letter. I know it was boring but you could have at least finished it. **3.** Are you going to do a column on asking for software where we make crap excuses to get a few games? **4.** Does anyone actually send in cheats for the ST? There never seem to be any. **5.** Well, that's it from me. Goodbye.

JONATHAN READ
Falmouth, Cornwall

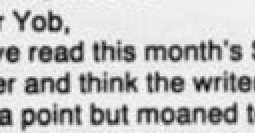
YOB: Boring bumhole though you may be, here are a few answers: 1. To get to two-player Mario laffs, just press Button A on the joypad whilst your pal is farting about on screen. Easy, eh? 2. I couldn't be bothered. 3. Oh, OK then. Tell me why I should dish out a few odds and sods of free software and I'll throw some freebies in the direction of letter I like. 4. Yes they do and yes there are. 5. That's the most interesting thing you've said.

I'M JUST A THICKIE TOO!

Yo! Yob,

I'm an owner of a Megadrive and I think it's really funky. *My favourite type of game is* platforms, and there are some truly great platform games out there, what with Castle Of Illusion, Sonic and now the great Robocod. But now let's get down to business: I suppose you think I'm going to be sad and sing Timmy Mallet's crap hit single **(you're sad to know he had one - YOB)** while asking for a Jazzamatic haircut but no, I'm here to complain. Why are you such a demented little spazmo with a broken dick and the features of one of Margaret Thatcher's farts?

Mr Big,
London, NW7.



YOB: Have you been sitting in front of the mirror admiring yourself again?

I'M SO STUPID IT HURTS

Dear Yob,

I have read this month's Star Letter and think the writer has a point but moaned too much. I think he is just jealous that the Megadrive is better than the Amiga.

R. VAUGHAN
Orpington, Kent.

PS The address is for the money.

YOB: I think you're just jealous because everyone else in the world isn't quite as stupid as you. Who says the Megadrive's better than the Amiga? Why don't you lot write in and tell me which one is best and why, just as long as you don't live in crappy places like Kent.

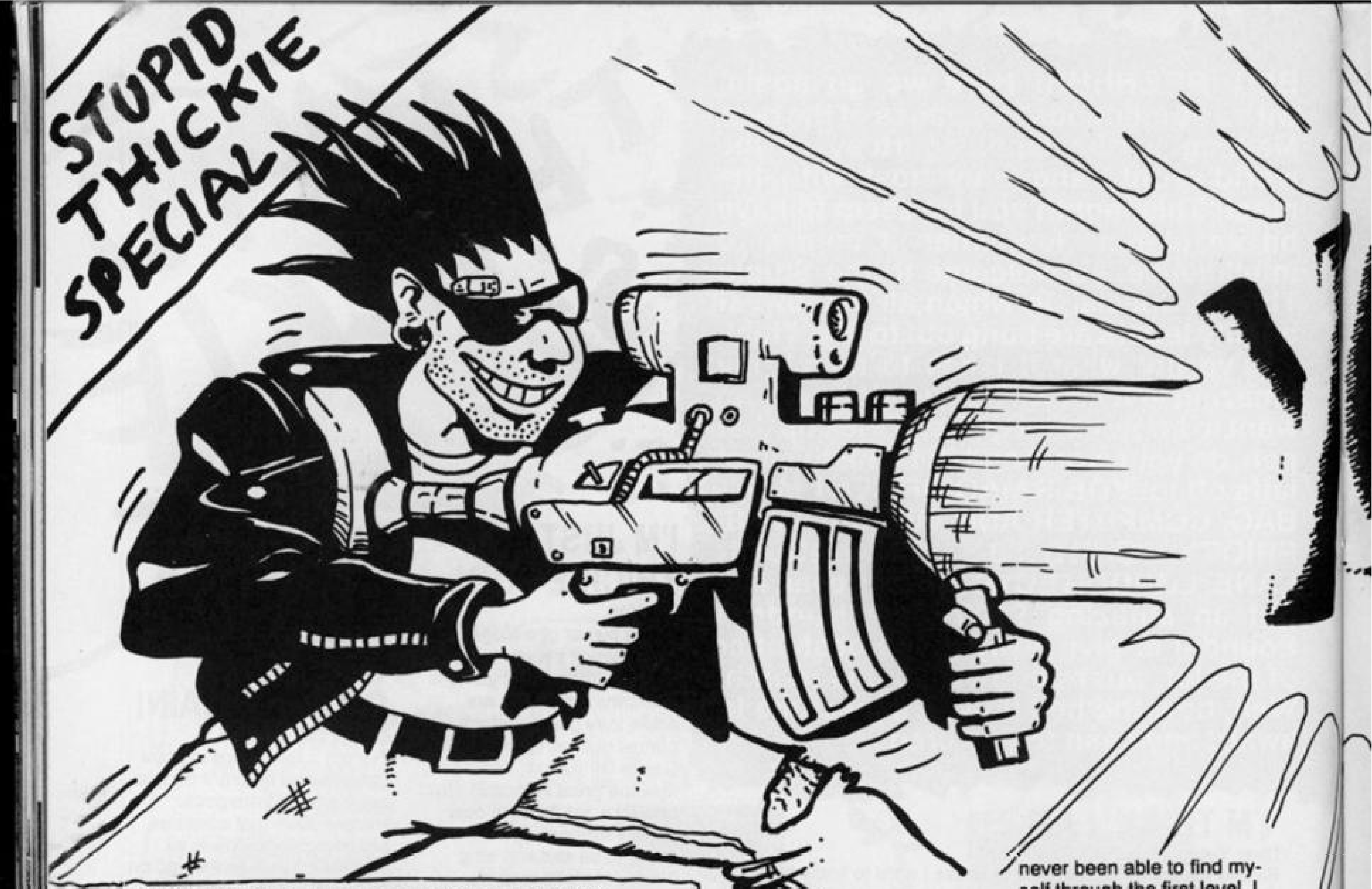
HELP - I'VE GOT NO BRAIN!

Dear YOB,

I've got a few things to point out to lots of ignorant people out there, so here goes. People claim that consoles are computers. This is all very well, but then they go on to say that consoles are more capable than computers - this might be true with graphics and sound but can they do business applications, type letters or animate? Then these people go on that consoles will force out computers - but how can this be true if consoles are computers? And anyway, could a console run a business? Most great games are released on computer first - Robocod, Lemmings and many more. You might think I'm against consoles - I'm not. I think they're great but they have their place and that is alongside computers and it's likely to stay that way for a long, long, time yet.

JOSS FARMER
Claverson, Warwick

It's true that you need a good computer to carry out business applications and type letters, but who wants to do boring trash like that when there are games to be played? Doh!

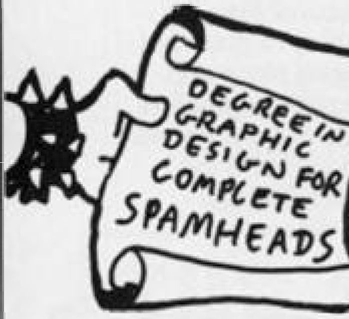


JUST CALL ME THICKY MICKY

Dear YOB

I wrote to say that I think your letter pages need a bit of colour. I'm not saying there's anything wrong with them being black and white, but it would add to the atmosphere. For instance, in your pages you like to draw things like somebody being mashed to a pulp or pictures of brains that have decided to lie on the ground and be labelled "badly needed" and other things that involve the writers of silly letters. Well, if you added a bit of red and a few greens, things would start livening up. But then you might have to have your other brilliant pages in black and white. Oh well, perhaps you shouldn't have bothered reading this!

MICHAEL COOK,
Crawley Down, West Sussex.


DEGREE IN GRAPHIC DESIGN FOR COMPLETE SPAMHEADS

YOB: Don't bother getting out of bed tomorrow.

I'M A STUPID SWEDE

Dear YOB,

I'm a 13-year-old boy from Sweden. **(Oh well, look on the bright side - YOB)**. I've got a PC and I'll come over and blow your head off if you don't answer these questions: 1. Are there any Super Mario-like games for the PC? 2. Is Golden Axe available for the PC? 3. Is Wrestlemania any good?

DAVID HOLM,
Eslov, Sweden.

PS CVG is the best thing since Mickey Mouse underwear.
PPS I'll give you £1000 if you give me the £100.

YOB: Done.

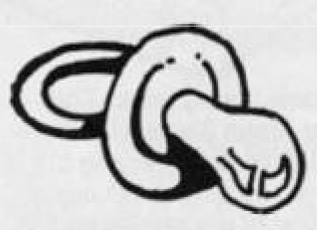
AM I DUMB OR JUST STUPID?

Dear YOB,

I am a great fan of CVG and I like GO! as well. I like hand-held machines and I think they are the biz (especially the Gameboy with loads of cool releases on it). I am writing to ask if you could get the CVG mob to include a Top 10 of each hand-held console's games. Thanks.

JAMES TYLER
Liverpool.

You want it? You got it. Happy now?



I'M A DUMMY TOO

Dear YOB,

First of all I would like to get it straight that if you make fun of my letter I will personally ram a twelve-bore shotgun up your ear **(phew, that was close - YOB)** and blow that brain of yours to bits. Now to the point: a while back I bought Batman the Movie and since then I have never been able to find myself through the first level. I will be internally grateful **(!!! - YOB)** if you could print a map of the Axis chemical factory for the ST.

Hamada Shather
Kidderminster.

YOB: I've got the map you need right here, but I don't help people who won't let me insult them, so you'll just have to stay a sad little skid stain forever.

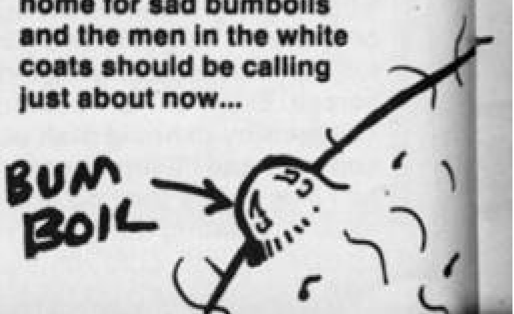
I'M SO THICK IT'S UNREAL!

Dear YOB,

I'm just writing in to say how appalled I am at the amount of sad people who think they're so hard by writing threats aimed at you in their letters. I bet these people would not dare say it to your face. I think you should go to the local asylum and give the doctors all the addresses of these sad cases. I wish these people would act their age!

JAMES SHERRIFF
Towcester, Northants.

I've passed on your address to Doctor Spaz's home for sad bumboils and the men in the white coats should be calling just about now...



OB'S MAILBAG

MY BRAIN'S AS BIG AS A WALNUT

Dear YOB,

If you give me £100 I'll get CVG every week.

TOM COOMBES,
Aldershot, Hants.

YOB If you give me £1 million I promise not to tell the world what a useless dipstick you are and I'll throw in a free subscription for the next thousand years.

WHAT'S AN IQ, ANYWAY?

Dear YOB,

I have a few questions. 1. Which should I buy - a Famicom or a Super NES? 2. What kind of plug is best for the computer. 3. Which is better - a US system or the European. 4. Can I have a hundred quid?

BIRGIR BJORNSSON
Hafnarfirdi, Iceland.

1. Whichever takes your fancy. 2. Whichever one works. 3. Depends where you live. 4. No.

FREE T-SHIRT
CVG

THEY CALL ME MR STUPID?

Dear YOB,

I've read a lot about the Megadrive game Sonic The Hedgehog and it sounds brilliant. The problem is I don't have a Megadrive to play the game, so I was wondering if Sonic will come out on any other console or computer - in particular Nintendo or Amiga. If it ever will could you please tell me the date. I would be very grateful.

RHODRI JENKINS
Cardiff

YOB: Nintendo Sonic? What are you on? As for Amiga, Sonic should be doing his thing on the 16-bit machines sooner rather than later, but I can't tell you any more because, well, I can't be bothered really. Watch the News pages for more info. Meanwhile, get a new first name...

BABOON BRAIN, THAT'S ME!

Dear YOB,

My aunt has an NES. We shall not mention my cousins as they have the gaming abilities of a baboon's fart in Wrexham Marks and Spencers on a Sunday afternoon. Your mag is brill and all that crap and I wouldn't mind a T-shirt. Is Sonic good on the Game Gear? On a lighter note, I'm funnier than a leper in a wind tunnel.

Mattheaus Phillipus,
New Barnet, Herts.

YOB: With a name like that I suppose you'd have to be. What would I give for some genuinely funny jokes? Oh, about a hundred and fifty quid probably, so let's have a few before I have to print another useless letter like this...

MY BRAIN'S AS DEAD AS A DODO

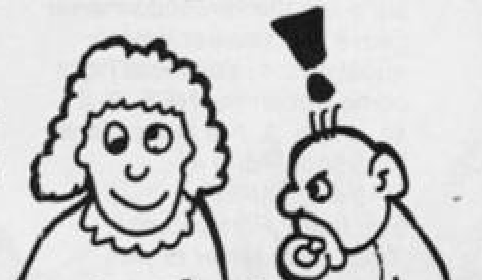
Dear YOB,

My brother (who is 10) hogs the new Nintendo we got for Christmas. He is a real addict and I can't get a look in. Apart from getting the Hammer Brothers to put the frighteners on him, can you suggest how I can get a go?

DAVID HANDLEY,
Huddersfield, Yorkshire.

PS I am 8 years old and my mum has written this out for me 'cos my writing's not too good yet.

YOB: I have two suggestions: 1. Stop your mum writing crap letters to me and get her to chuck your brother off the machine instead; or 2. Give up and shamble off like the weak little wimpo I think you are.



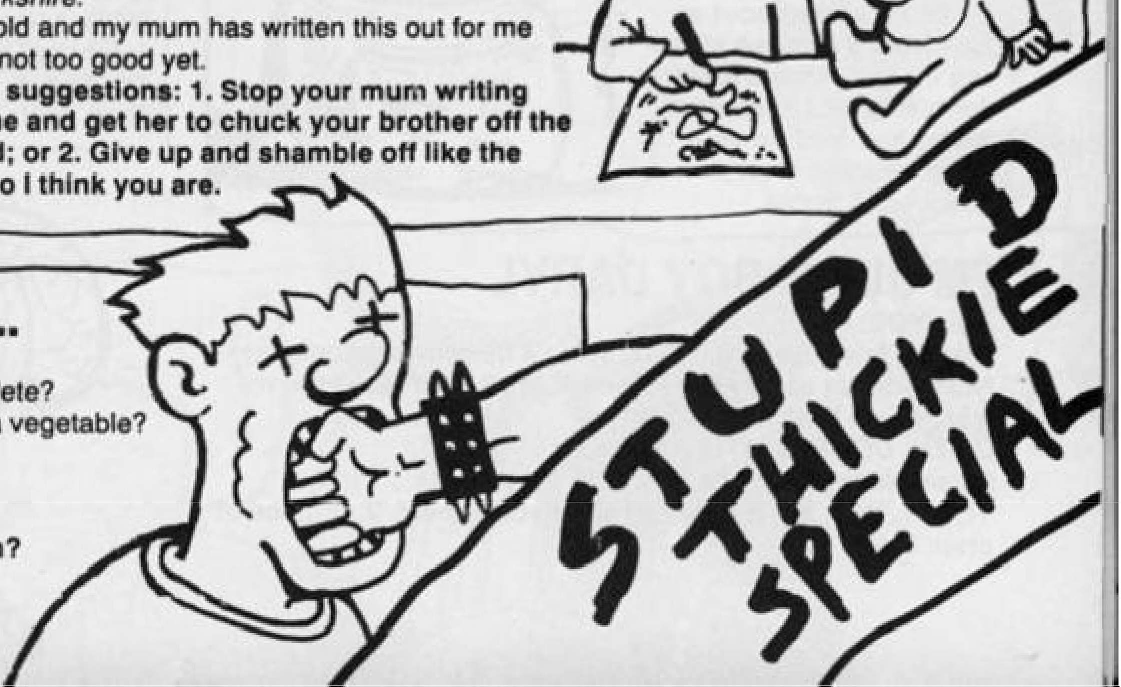
OH NO, IT'S STUPID STEVIE...

Dear YOB,

What do you get if you cross a pig with a naked athlete? Streaky bacon. What about a Kung Fu expert with a vegetable? Bruce Pea. Your mag is brill!

STEVEN JOHNSON
Tunbridge Wells, Kent.

What do you get if you ever cross my path again? A fist in your gob.



STUPID THICKIE SPECIAL

A BRAIN THE SIZE OF A GNAT'S WEDDING TACKLE

Dear YOB, I am a Sega Megadrive owner, which I am damn well happy with, although I'm slightly jealous of my Amiga owning mates. Why? I hear you ask. Well, they can buy compilation CDs which have a collection of different games on one CD for their Amigas, as can owners of all other computers. Why the hell can't us console owners buy cartridges that give us more than one game? Surely this is not too much to ask!

Paul McArdle, Port Glasgow, Renfrewshire

YOB: What are you on about, you drooling git? You can't buy CDs for the Amiga (except the sad CDTV) and it would cost about two hundred quid per cartridge to do compilations on a console. Do us all a favour and eat your own brain.

I'M TOO STUPID...

Dear YOB.

Whatever happened to The Bugs? The best cartoon strip in any computer magazine has vanished. All I did was stop buying the mag for a year or seven and you stop printing Bugs. So what did you do to them? Did they fall foul of some horrid, nasty virus or did you just callously edit them? I am aged 22 years and much too old to play silly computer games (so my mummy confiscated them).

RL LEE

Bream, Glos.

YOB: It's cost you a stamp to send this letter in, but it doesn't cost me anything to call you a sad lump of pigeon trots. Next...

THICK AS A PLANK, THAT'S ME

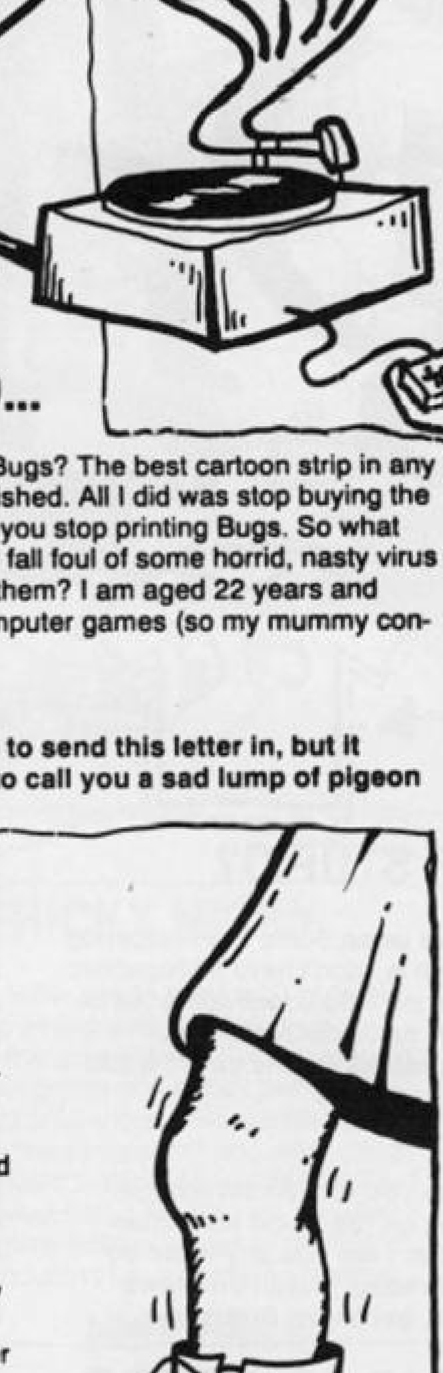
Dear YOB,

Last May I got a brilliant Nintendo! It was the action set and I completed Mario in three days. But my sister trod on one of my hand controllers, so now I can only have one player on my games. I guess you're wondering why I wrote this letter. Can you send me the Nintendo Power Glove and answer these questions: 1. Will Final Fight come out on the NES. 2. If so, when. 3. Are there plans for Super Mario 4?

DANIEL BAKER

Southsea, Portsmouth

YOB: This letter is pathetic. You are about as clever as a chicken climbing up its own ass looking for birdseed. I wish your sister had trod on your head wearing steel toecapped boots.



I'M DUMB-BOY DARYL

Dear YOB,

I have a few questions: 1. Will Mario 4 be converted onto the NES. 2. What exactly is a Powerglove? 3. Can I say Hi to my mate Jason "Lard-ass" Wells?

DARYL DODSWORTH,

Eaton, Nottinghamshire.

YOB: 1. Yup, but it won't be what you expect. 2. A piece of crap. 3. No.

THICKY DICKY, THAT'S ME!

Dear YOB,

I'm writing in reply to James Carter (issue 122). I can understand his feelings about new games on the Amiga, but to say that consoles are inferior to the Amiga is wrong. I don't think there should be any comparisons because they're equal. If you only like playing games then buy a console, but if you also want to use it for education, business etc then buy a computer. I think that James Carter was talking out of his ass - just because there are not many new good games available doesn't necessarily mean that consoles are taking over. Many people just want to play games anyway so why spend £200 or so on technology that you wouldn't use? It doesn't make sense. That's where consoles come in. There is little in the way of great software coming out on the Amiga but on the consoles at the moment there are loads and loads of great games including F22 and I think both the Amiga and the Megadrive should be able to live together side by side and not in competition.

RICHARD WESTWOOD

Chasetown, Staffs.

YOB: I think I know what you're waffling on about, but I'm not quite sure. The Amiga v Megadrive debate goes on and on, so I'm going to perch my backside right on the fence and hope you lot write in before my ass falls asleep and I fall off...

AS DENSE AS FOG

Dear YOB, Please answer the following questions. 1. Is it possible to use a normal AC adaptor with a Gameboy? 2. Has Nintendo got any plans to release Super Mario 1, 2 and 3 on the Gameboy? 3. Are there any good snooker or pool games on the Gameboy? 4. Out of the two Robocop games, which is the best? 5. Have Commodore any plans to release a handheld?

M.Willsher, Plymouth, Devon

YOB: 1. No way thicky, you need a special adaptor. 2. Absolutely not El Stupido. 3. Yes, about three or four good 'uns Dr. Sad. 4. Robocop 2 is the best you daft git. 5. Please God, no!!

KEV MARSHALL TOO STUPID TO LIVE
STUPID THICKIE SPECIAL

TOO STUPID TO LIVE

Dear YOB, I am writing to complain about the letter that won the dosh in issue 122. How James Carter was yapping on about how he can't get games for his Amiga and about all his friends getting consoles when in the first place there are over 300 games available on the Amiga and only half that amount on consoles. Please could you go round his house and tell him to shove his letter up his bum and then you can give him the kicking he so richly deserves.

Kev Marshall, Croydon, Surrey

YOB: Listen here thicky, there are literally hundreds more games available on consoles than on the Amiga so shut your stupid gob.

I'M A THICKIE DICKIE TOO!

Dear YOB,
Can you lend me £100? I promise to pay it straight back.

RICHARD HOLMES, Winchester, Hants.

YOB: No, but I'd have given it to you if you'd asked...

I HAVEN'T GOT THE SENSE I WAS BORN WITH

Dear YOB, Did you know that Hulk Hogan's real name is Terry Boulder? Or that the Ultimate Warrior's real name is Jim Hellbank and Paul Beaver's is Percy Pringle?

Ax, Smash and Crush, Parts Unknown, Weird City

AX
SMASH
CRUSH
50 lbs

YOB: Did you know that your real names are Sad Divvy, Moon Unit and Thicky Doofus? Well they are, so bog off.

I'M SORRY MRS LEA, IT'S A THICKY

Dear YOB, Please, please, please can you help me! I have a question about a really old game. The game is James Pond 1 and I don't know who makes it. Do you know a shop where I can get a copy?

Simon Lea, Stockport, Cheshire

YOB: Yes I do know where you can get one, but I'm not telling you 'cos it's a secret.

HOW'S THIS FOR SUPER THICK?

Dear YOB,
Super Famicom. Super Mario. Super Tennis. Super Ghouls 'n' Ghosts. Super EDF. Super R-Type. What next - Super Super?

N SCOTHERN, Ashfield, Notts.

YOB: You prat.

"OO-ER STATE OF -IM"
"BEHAVE"
"KIP OF YOU"
"SOUND AS A POUND"

NOT AS DAFT AS YOU'D THINK

Dear YOB, Why is it that all the letters you get are from boys? I attend an all girls boarding school and all the girls in my dorm read CVG. Most of the girls have handhelds, but the school has an Amiga that we can play on after lessons and at the weekend. I think you should have more letters from girls, because we like video games too. One last thing, I think you're really cute.

Natasha Stillwell, Liverpool, Merseyside

YOB: Aww, shucks...

AS THICK AS DUNG AND TWICE AS SMELLY

Dear YOB, I've got a Japanese Famicom, a British NES, a Megadrive, an American Super NES, a Master System, a PC Engine Duo, a Mega CD, an Amiga, an ST, a VGA PC, an Apple Mac, a Lynx, a Gameboy, a Game Gear over two thousand different games and every Game and Watch ever made. Am I great or what?

Mikey Alwyn, Pentyrch, Cardiff

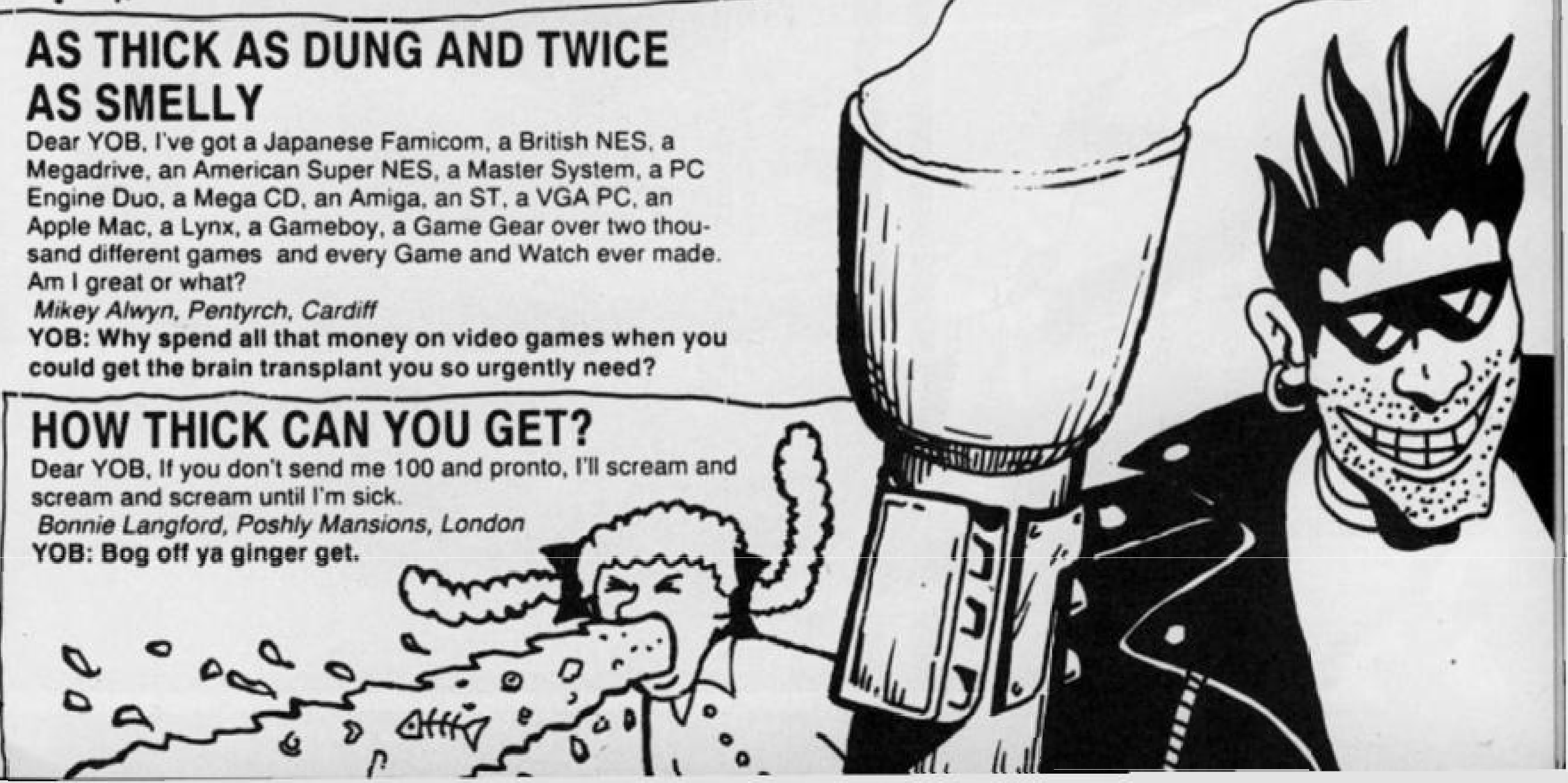
YOB: Why spend all that money on video games when you could get the brain transplant you so urgently need?

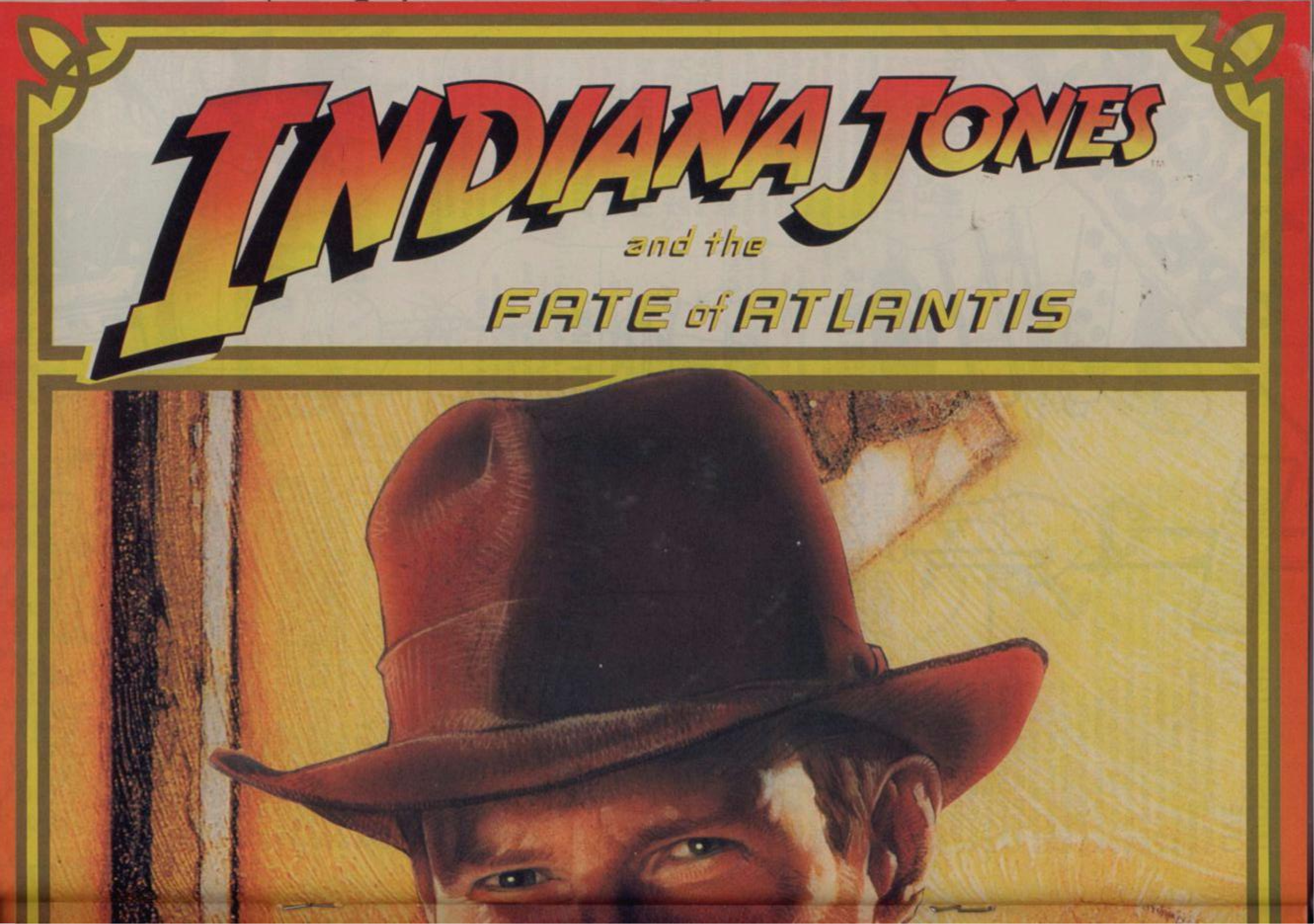
HOW THICK CAN YOU GET?

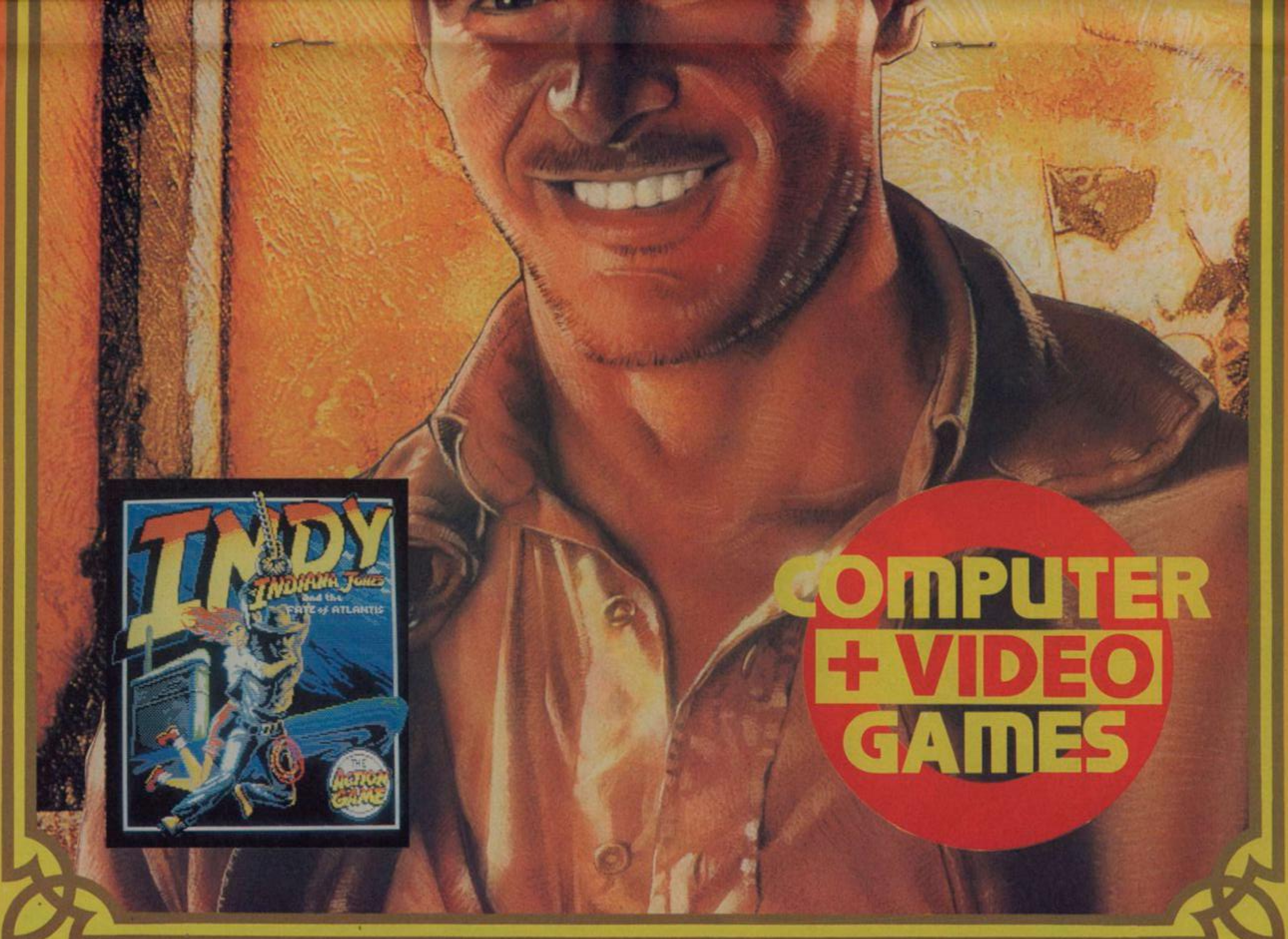
Dear YOB, If you don't send me 100 and pronto, I'll scream and scream and scream until I'm sick.

Bonnie Langford, Poshly Mansions, London

YOB: Bog off ya ginger get.




INDIANA JONES
and the
FATE of ATLANTIS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INDY
INDIANA JONES
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CAN YOU MEND CHIMERICAS BROKEN HEART?
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Games X. X Rated XXXXX Game of the week. *"Add Harlequin to the long list of must buys from Gremlin."*

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Sheffield S1 4FS.

CHEAT MODE

It's that Cheat Mode time again, the time when the world's top gamers come together in the pages of CVG and share their games-playing skills and knowledge with the rest of the known world. It can get nasty sometimes, especially when some oik with a ripped-off tip from another mag tries to get into this very exclusive club, but luckily Britain's top sunglasses wearer and owner of smart new haircut, Paul Rand, is on hand to keep the ruffians in their place.
Anything which vaguely resembles a tip, hint, cheat or map for computer or console should be written on a new sheet of paper (not a piece of bog-roll or one of your dad's old Visa slips), *put in* an envelope (and try not to cover it with sticky tape - it cuts Randy's fingers to ribbons) and send it to AYAH! RANDY'S POOR PINKIES LOOK LIKE SLICES OF BACON FROM OPENING YOUR CHEAT MODE STUFF, CVG, PRIORY COURT, 30-32 FARRINGON LANE, LONDON EC1R 3AU. And get this - next month there's a £200 software prize if your hint is brill - it has to be REEEALLY good, mind, or you'll get nowt. Tarra.

Paul...

AMIGA

TERMINATOR 2

It's a rather stinky license this, but someone has at least spent the time finding out how to finish without actually having to play the game very much. Unfortunately, I can't tell you who that person is, because he hasn't sent his name. He does come from Beverley in North Humberside though, and here's his tip.
PAUSE the game, then press **F1** to **F10** and fire on the joystick to skip through the levels.

ELF

There have never really been a lot of tips doing the rounds for this terrific game (actually, come to think of it, I don't think we reviewed it for some reason!). Anyway, nice Norweigan ***Bjorn-Atu Wuk*** has found a reasonable couple of cheats to help you along your way. During the game, type **CHOROPOO** to get full power and 99 pts. Press **W** and you will change into a wolf and hitting the H key transforms you into a hero!

POOL OF RADIANCE

It isn't often people send tips for role-playing games, but here's one all the way from Belgium - pity I can't read the name (it's ***Ernst*** something). When you are fighting any of the monsters, press **ALT** and **A**. A message will appear saying "The Gods Intervene" and you'll automatically win the scrap!

WWF WRESTLEMANIA

Christian Castro (any relation to that smashing bloke Fidel?) reckons that if you jump out of the ring and pick up the chair, your opponent will follow you out of the ring at which point you smack him over the skull six times and climb back into the ring, closely followed by the other bloke. Get back out and get the chair again and do him over the head another half-dozen times, and repeat the process to knock him out with ease!

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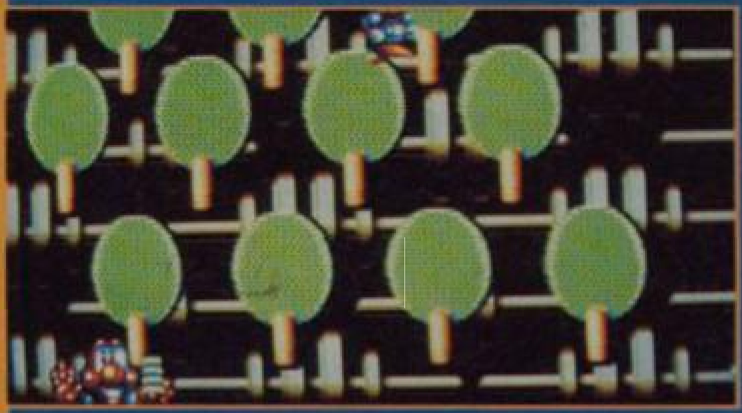
ROBOCOD

Part robot, part fish, all fab cheat from ***Andrew Soper*** of Bedfordshire, who has sent in the following tip. On the castle where you select your levels, go down to the third tower. Go onto the roof between the third and last tower and walk straight into the tower. You should disappear and then reappear in a sub-level where there are a further two doors at the bottom.



ANOTHER WORLD

Want some codes for this polygon-based adventure spectacular? Here they are in full, courtesy of ***Max Harrower*** of St Austell in Cornwall.

EDJI HICI FLLD LIBC CCAL
EDIL HICI FLAK ICAH LALD
And the final code? **LFEK.**

QUACKSHOT - STARRING DONALD DUCK

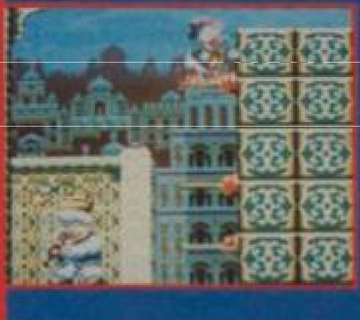
A jolly little cartridge, and a quick set of Boss death-type stuff from young ***Mark Shrimpton*** - an apt surname for he lives by the beach down at Leigh-on-Sea in Essex.

BOSS 1 - DRAKULAR

Stay in the centre of the screen at all times. When Drakular fires his bats, fire popcorn at him to defeat him after a while.

BOSS 2 - TIGER

Crouch down in the centre of the screen and, when the tiger does a high jump, fire upwards at his head, using popcorn if you have enough, otherwise the plungers.



BOSS 3 - GHOST

Stay close and fire at him using any weapon. Then crouch down and he will jump over you and back again. Repeat the process until he dies.

BOSS 4 - BAD PETE

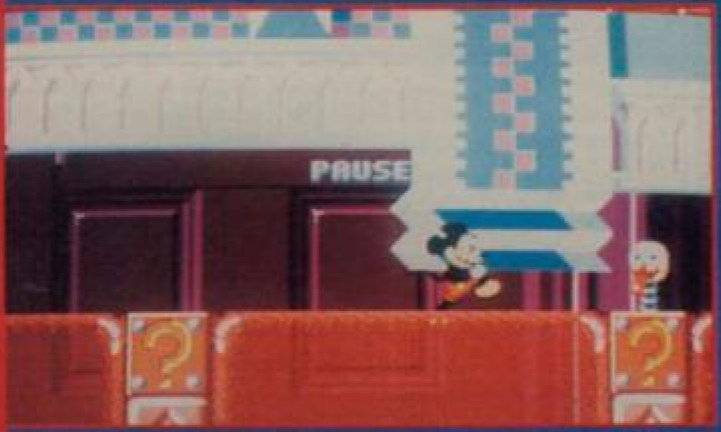
First of all, kill both of Bad Pete's boys. Then jump up onto the top-right platform. Pete will travel up the gap between the platforms or from the far left. Fire a plunger at his head then run far left on the top platform then run back to the top-right and fire. Keep doing this until he waves the white flag and choose the diary from the menu to get out.

BOSS 5 - KNIGHT

You'll need the plunger to kill the knight. See which way he is going to face - you can tell by the way he raises his sword. Fire a plunger at the wall and stand on it, then fire at his face. Stay there until the blocks have fallen. Repeat until he is no more.

MICKEY MOUSE - CASTLE OF ILLUSION

Can't remember ever printing this cheat, which has been sent by ***Jake Hawkins*** (wonder if he has a sister called Sally?) from Cheltenham in Gloucester. It's quite a straightforward one, too; just press **A, B, C** and **START** to become ghost Mickey.



F22 INTERCEPTOR

The first tips for the first Megadrive flight sim, courtesy of Steven Cain who says that he will introduce me to his dog's teeth if I don't print his campaign codes. Well, we can't be having any of that, can we? Here's the codes:

USA: 6PGE02
KOREA: BIOF8P
IRAQ: GTGE8V
USSR: KSQGIV
ACES: MH01K1

OUT RUN

Steven Cain again, this time with a cheat for the rather average conversion of one of Sega's greatest ever coin-ops. To get a different end-game sequence, enter your name as **ENDING** on the high-scores table.

ROBOCOD

What an amazing cheat I've got for you, all the way from ***Paul Nightingale*** in Jersey. Walk right, to the first platform and jump onto it - you will be able to see some objects on the roof. Pick them up in the following order:

CAKE, HAMMER, GLOBE, APPLE, TAP

You will now be invincible!

From here, fall down off the left-hand side of the roof and walk to the right until you reach a door. Go through it and walk to the left. Collect the star and go through the exit. You'll now be able to enter any door!

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ARCUSS ODYSSEY

This isometric 3D Gauntlet type jobby has kept ***Jason Henry*** up till all hours at his Selkirk, Scotland abode, long enough for him to jot down a load of passwords and pass them on to me.

WIZARD	**WARRIOR**
LEVEL 2 - HAYAAAACJA	LEVEL 2 - IAAAAAAARJ
LEVEL 3 - HD4NBAAFK2	LEVEL 3 - IIAYAAAHOO
LEVEL 4 - JI1DAAIKDC	LEVEL 4 - KJEDQAAJ1V

PHANTASY STAR

A bit of a pointless tip, this one from I don't know who because he hasn't put his name on the letter and I've thrown the envelope away (so remember, always put the address where it can't be lost!), but give it a go anyway.

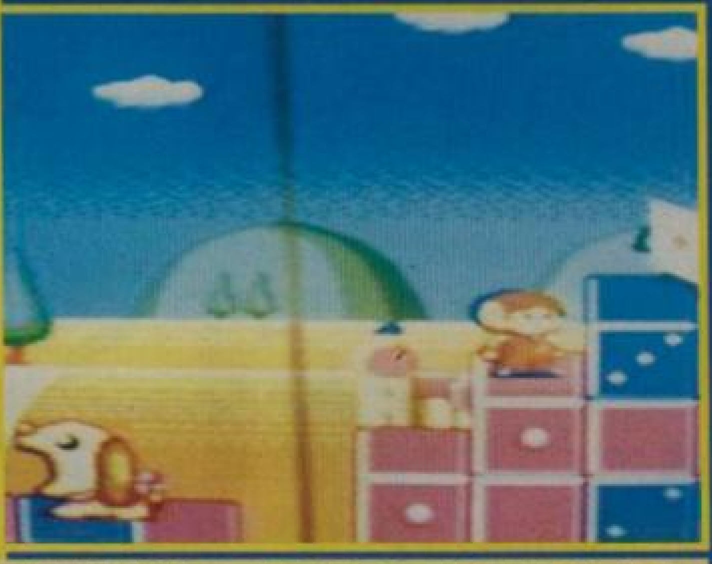
Press the **START** button, and hold down button **B** to slow down the game. Hmm.

DEVIL CRASH

There've been surprisingly few hints for this amazing pinball sim, but ***Suleman Noor*** of Bradford hopes to correct this sad state of affairs by starting the ball rolling with this following smashing cheat.

Start the game with a chosen password, then press **PAUSE** and hit buttons **A**, **B** and **A**. Jot down the pass word then press **B** and **A**. Write down the password again (it should be different to the last one). Reset the game and enter the password screen in two-player mode - it should ask you to input 20 characters. Input both passwords and start the game with both players with the same score and number of balls.

MASTER SYSTEM



ALEX KIDD IN MIRACLE WORLD

David Gilchrist from Sydenham has been beavering away at this fine cartridge, so much so that he's come up with the folowing tip.

When you kill the first octopus (by punching his tenticles), go inside his bowl to find a secret level containing loads of coins.

SONIC
THE HEDGEHOG

SONIC THE HEDGEHOG

You sent in tips for the Megadrive version of this amazing platform corker in their hundreds - now it's the turn of all the 8-bit Sega specialists among you. Well, one of you anyway. And you haven't even included your name! But you do come from Washington in Tyne & Wear, so now you know who you are.

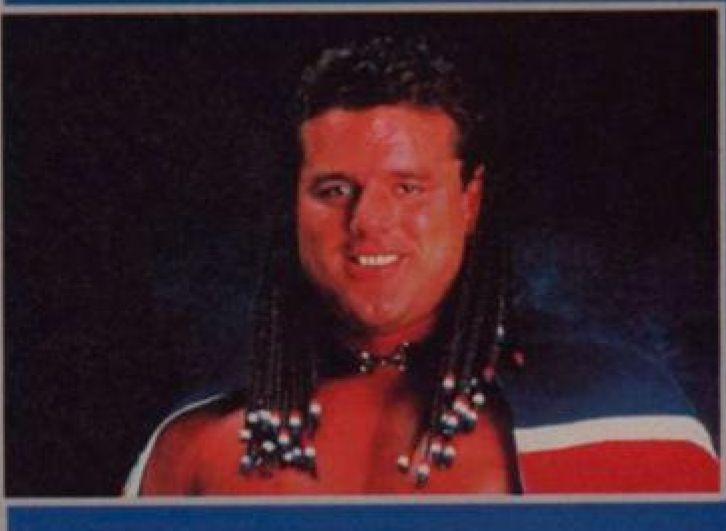
To access level select cheat, push **UP**, **DOWN**, **LEFT**, **RIGHT**, **1** and **2**.

MIRACLE WARRIORS

Want to find all the keys in Miracle Warriors? You do? Great! Just read the following piece of advice from ***Steve Swincer***:

Go round the large desert on the bottom-left hand side of the map. Press button 2 and a menu appears on the top-right hand side, called SPELL. Key in the right spell to transport you to the Cave system. When you find the chest, open it to be confronted by a guardian. Defeat it and you will be given one of the three keys. Repeat the process until you have all three.

COMMODORE 64



WWF WRESTLEMANIA

Seeing as it was the top-selling game of Christmas, it's not surprising that we're getting the odd tip sent in for it. One here from a certain ***Shaun Barritt***, who hails from Clwyd in that land of sheep and, erm, more sheep.

When the match begins, go down to the bottom ropes and wait for your opponent. When he is in line with your fighter start to run at him - be shouyld start to flash and find it impossible to move. Perform flying knees or drop-kicks on him while he is in this state then, when he is out of energy, pin him down for the three-count.

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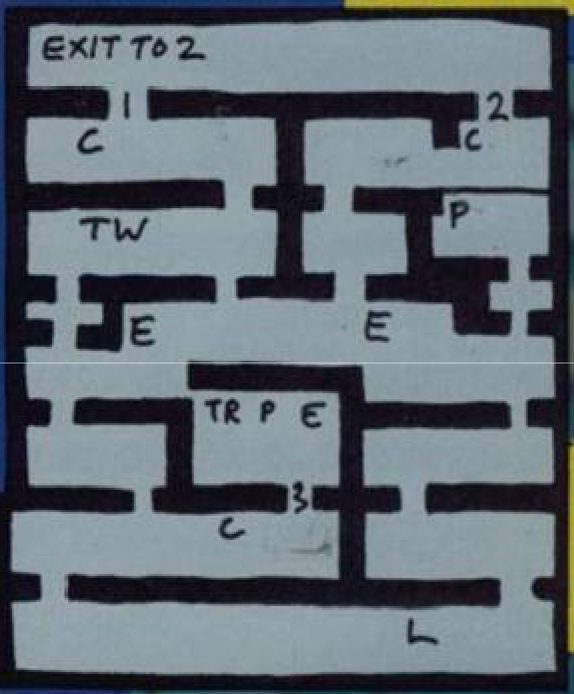
ELECTROCOP

Stuck on this great Lynx game? Don't be any more - just use this map which has been painstakingly drawn by Andrew Harden of Essex, in conjuction with the door codes which he's also included!

S = START SCREEN
C = COMPUTER TERMINAL
E = SMART BOMB
P = PLASMA GUN
TR = TRIPLE LASER GUN

TW = TWIN LASER GUN
L = NORMAL LASER
TT = WALL-MOUNTED GUN
EXIT TO = EXIT TO LEVEL
▮3▮ = DOOR CODE OF NUMBER

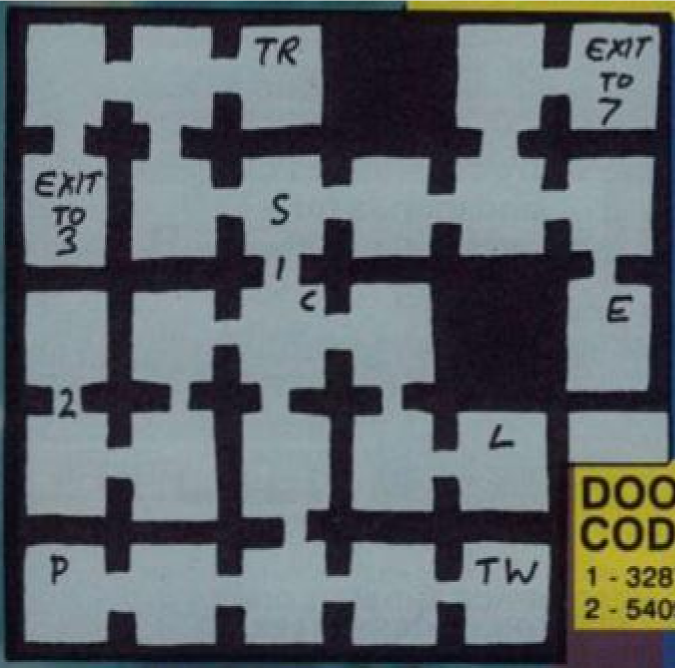
LEVEL ONE


EXIT TO 2
1
2
C
C
P
TW
E
E
TR P E
3
C
L

DOOR CODES

1 - 2473
2 - 9874
3 - 8743

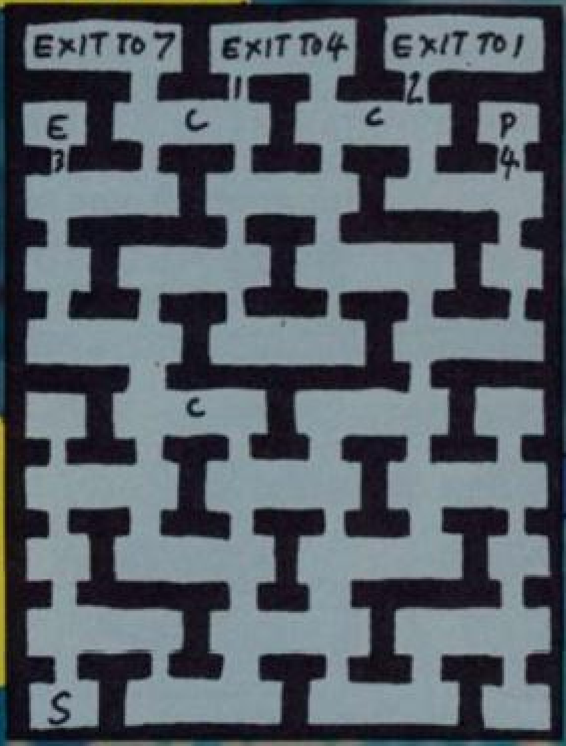
LEVEL TWO


TR
EXIT TO 7
EXIT TO 3
S
1
C
E
2
L
P
TW

DOOR CODES

1 - 3287
2 - 5409

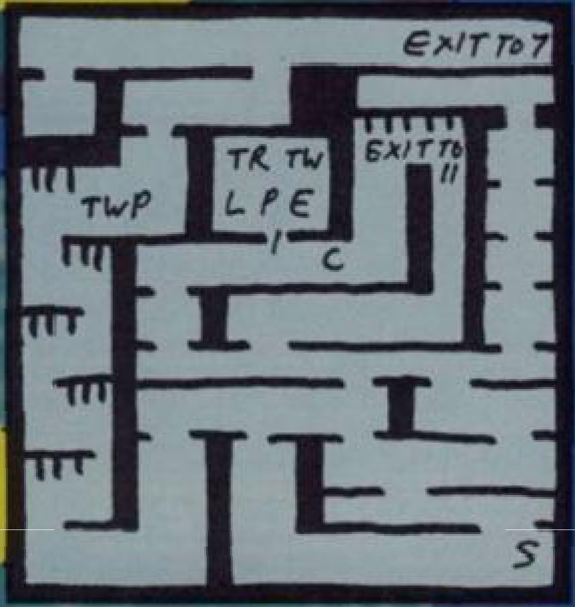
LEVEL THREE


EXIT TO 7
EXIT TO 4
EXIT TO 1
1
2
E
C
C
P
3
4
C
S

DOOR CODES

1 - 9284
2 - 7210
3 - 3936
4 - 7395
5 - 8294

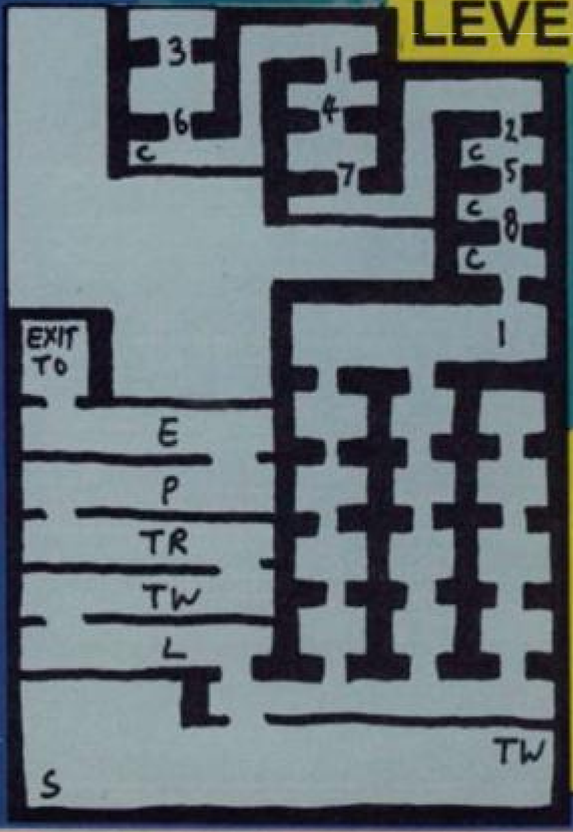
LEVEL FOUR


EXIT TO 7
TR TW
EXIT TO 11
TWP
L P E
1
C
S

DOOR CODES

1 - 0394

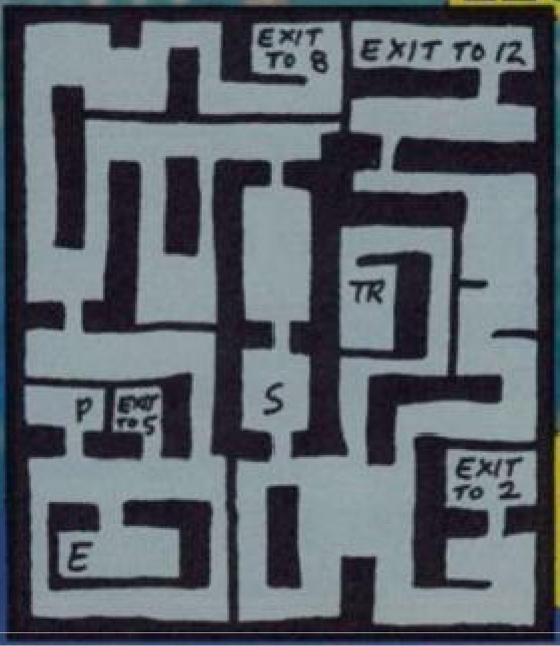
LEVEL FIVE


3
1
6
4
C
7
2
C
5
C
8
C
1
EXIT TO
E
P
TR
TW
L
S
TW

DOOR CODES

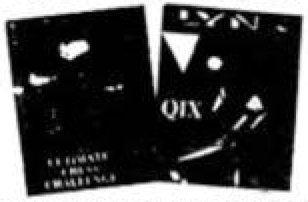
1 - 8658
2 - 5462
3 - 9973
4 - 7642
5 - 0912
6 - 0974
7 - 7865
8 - 4285

LEVEL SIX


EXIT TO 8
EXIT TO 12
TR
S
P
EXIT TO 5
EXIT TO 2
E

DOOR CODES

1 - 9722
2 - 8765



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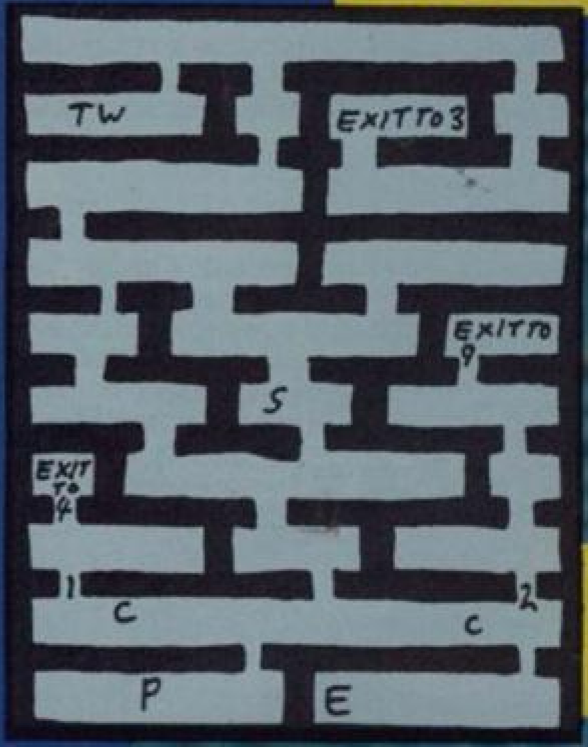
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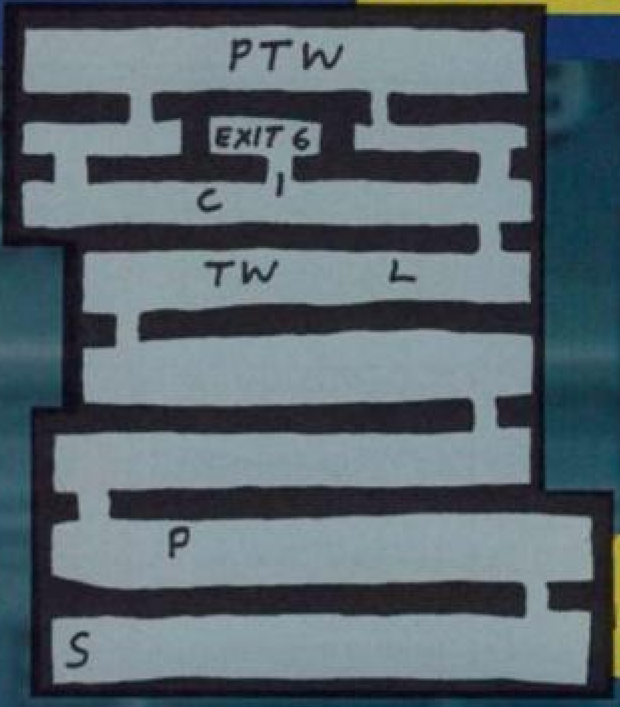
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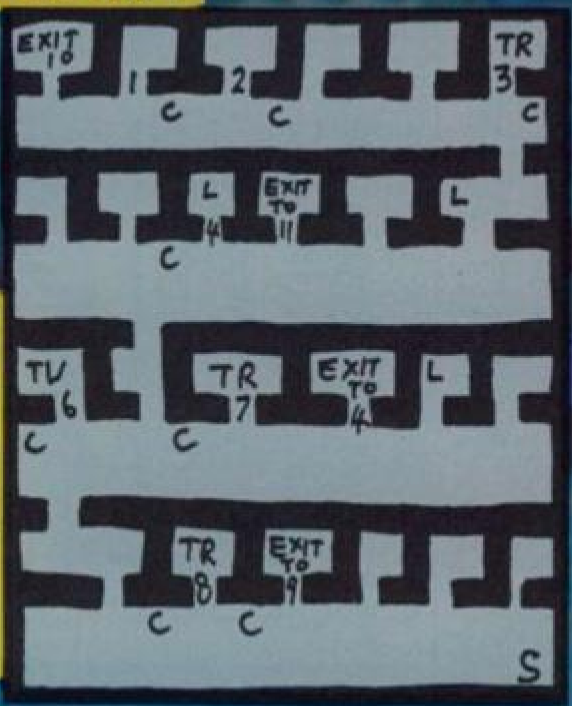
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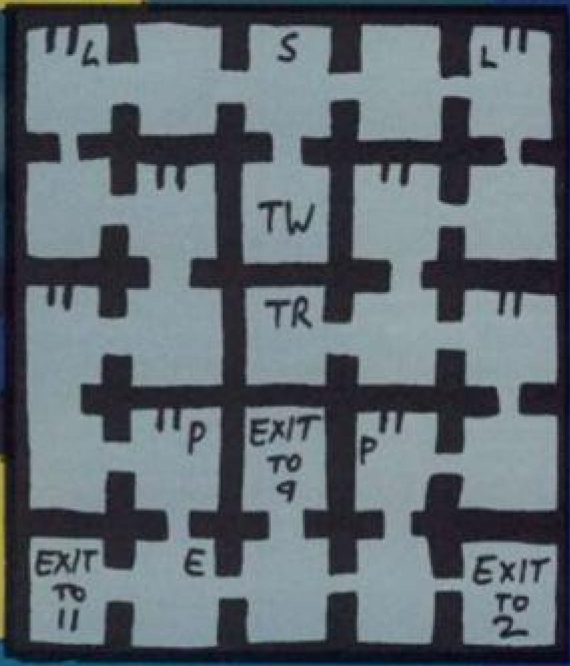
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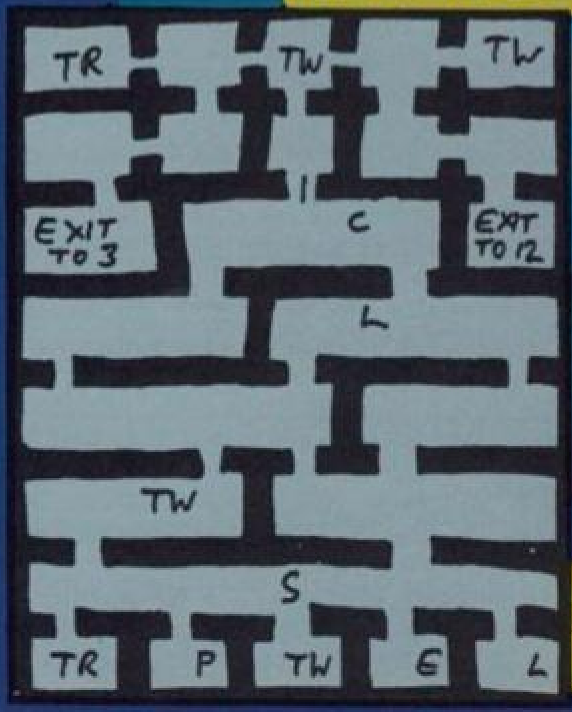
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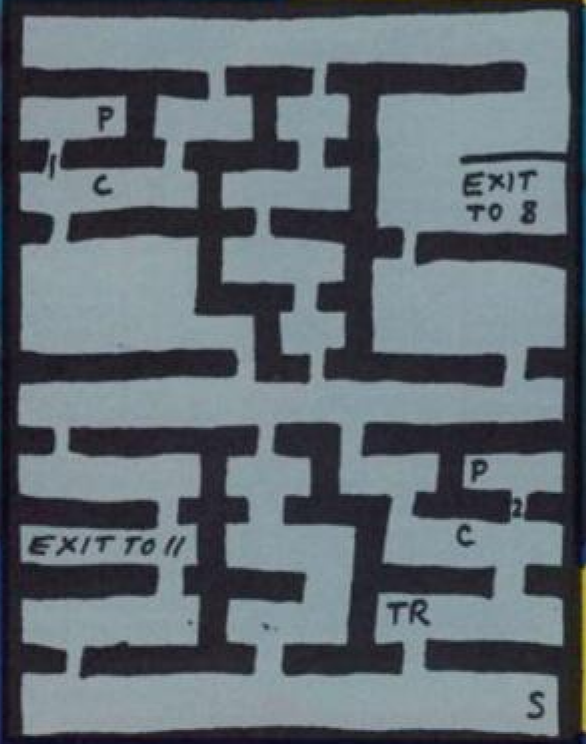
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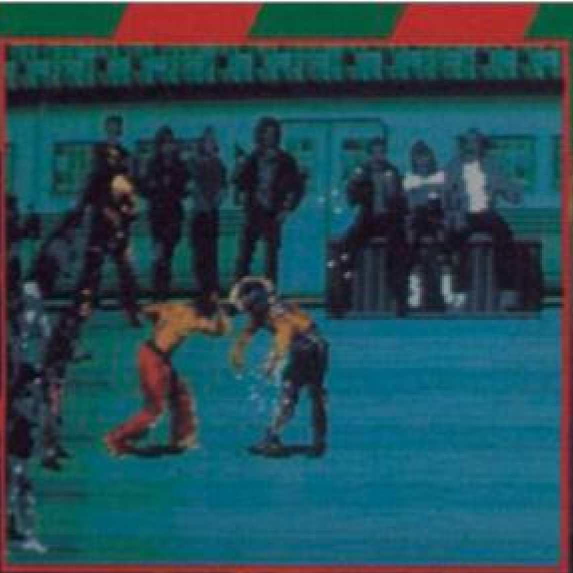
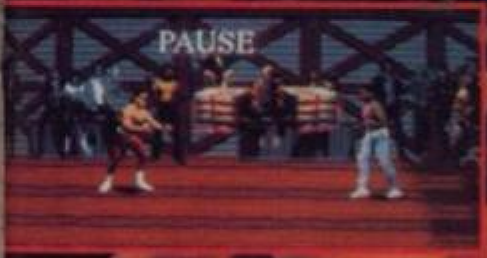
PITFIGHTER

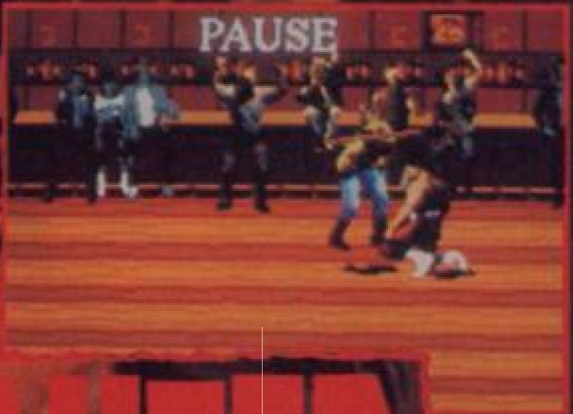
MEGADRIVE £35.00

BY TENGEN

Coo! Three of the world's hardest geezers have been entered in a highly illegal fight! This is a no holds barred, rollocking bloodfest, where the losers leave in bodybags and even the winners leave on stretchers. Sex is no obstacle either, women are just as likely to climb into the arena as men and are often harder. The three heroes are Ty, Buzz and Kato. Each has mastered a different martial art and they'll fight anybody, even each other. The object of the game is to beat your opponent to death as quickly as possible. The quicker you do it, the more money you win. The action takes place in an arena, the watching crowd stand around in a circle while you fight. You may have to face more than one opponent at a time and you'll have to use all your skill, cunning and complete hardness to win through. The fighters get harder as you progress through the game, with the ultimate opponent being a masked hardman, totally huge and as the game says, totally awesome! So, use all the weapons at your disposal, knives, crates, sticks and throwing stars and go kick some ass!







KICKIN' ASS IN STYLE

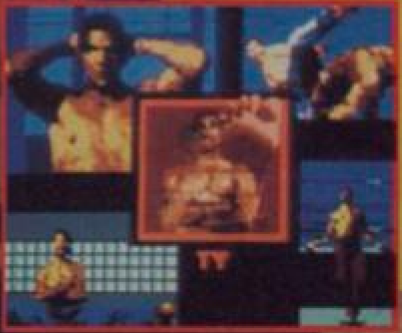
Each of the three fighters available has a distinctly different style. Buzz is a brutish wrestler, who piledrives and punches opponents. He's very strong, but he loses out on speed. Kato is a Kung Fu expert who prefers punching to kicking, he's dead fast but doesn't have much reach. Ty is the best all rounder, a kickboxer, he's very fast and can perform some spectacular moves. He doesn't have to get as close as the other two...very handy!

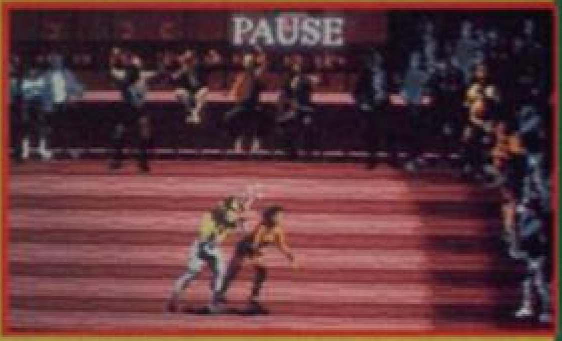
TOTALLY ILLEGAL DUDE!

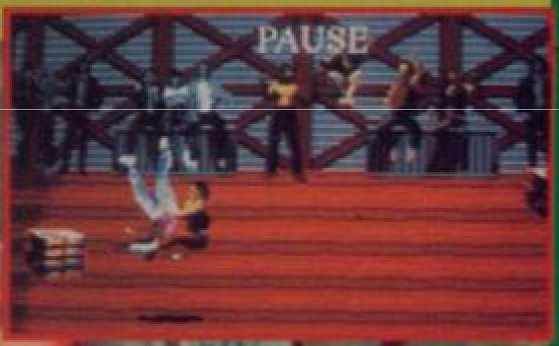
Pitfighter is based on an illegal event called Kumite. Kumite is an oriental term meaning simply "fight". This is practiced by most martial arts, simple sparring usually. However, there are illegal Kumite in places like Thailand and Hong Kong, where there are no rules and no set styles. These are run by criminal organisations like the Hong Kong Triads. As the game, these matches often end in death or serious injury, so remember, don't do it at home kids!

Pitfighter was a massive success in the arcades, with its digitised graphics and amazing sprite scaling. The simultaneous two player action had queues of blood-crazed video gamers waiting to pump in their credits. The gameplay though, was essentially very simple, with only a few moves at your disposal. This conversion retains the digitised graphics, but gone is the impressive scaling. Believe it or not, this actually makes it easier to see what's going on and this makes it a lot cleaner-looking than the arcade game. It does however show up just how limited the original was and as a result, the game is quite boring in one player mode. With two players though, it's a good old laugh and anyone who went nuts for the arcade game, will probably love this. The graphics are actually very nice, with reasonably slick animation and nice backgrounds. The music between screens is alright and there's a good bit of sampled speech and girlie screams. Ultimately, it's a bit too easy, but this doesn't matter if you play it with a friend. A reasonable beat 'em up, but Streetfighter it ain't.

FRANK O'CONNOR







CROWDED HOUSE!

One of the most distressing aspects of Pitfighter, is the fact that the crowd get a little more involved than they should. If you get too close to the surrounding throng, they jump out and attack you. It's bad enough when you're being wasted by a huge, lumbering psycho, but it's no fun getting stabbed from behind by a leather clad beauty. The crowd very occasionally help you out too, by whacking the enemy fighter, but not nearly often enough.

MEGADRIVE	
GRAPHICS	89
SOUNDS	86
PLAYABILITY	83
LASTABILITY	81
OVERALL	82

NEO GEO £120

BY SNK

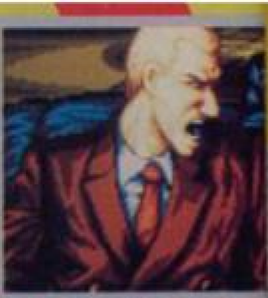
Wahoo! What with the Neo Geo being all official in this country and all, here we go again with TWO megahot reviews for the wonder console. Do we pack it in or what? Anyway, here's CVG Neo hero PAUL RAND with all the goodies...

Ten years ago, Jeff Bogard was brutally murdered by a vicious hood called Geese. Those were violent times, with killings occurring more regularly than car thefts, so no-one seemed to take notice. No-one, that is, except for Jeff's family and, most notably, his two sons Terry and Andy. For a decade they trained for the day when they would avenge their father's killing - that day is now. It's the annual King Of The Fighters tournament, where the world's best braulers gather to battle for the ultimate prize: the title of Number One Fighter. Organised by a cartel headed by the now powerful Geese, it's the perfect way to complete the training and put it to the test for, should they get that far, the boys will have to go up against the reigning champion fighter - Geese himself.

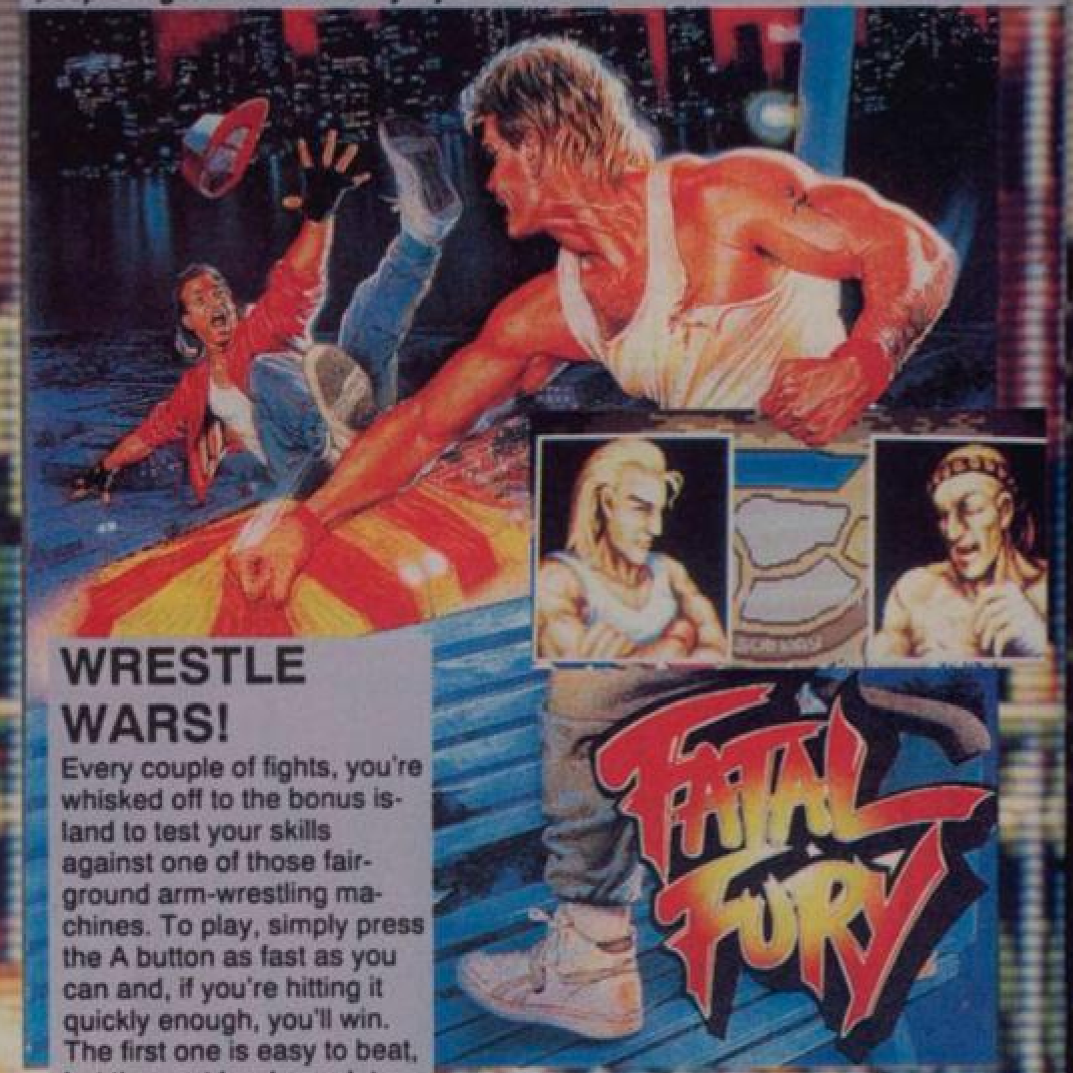
Massive graphics? Mountains of moves? It isn't difficult to tell where the inspiration for Fatal Fury came from. Streetfighter 2 is currently the hottest coin-op around, certainly as far as the lads in the office are concerned, and SNK have done themselves absolutely no harm in releasing this brilliant feast of fighting. No compromises have been made in the graphics department - the character sprites are huge and excellently drawn, with lots of great animation. Each of the three available characters has their own special attacks, giving the game more variety. The bonus screens are impressive and, what's more, you don't even have to do them if you don't want them, because they're only there to let you accumulate points. It's the action that shines more than anything, though. Even on Easy mode, Fatal Fury is no pushover, but the most enjoyment is gleaned from battling against a human opponent - just watch their faces (and listen to their abuse) as you smack them all over the playing area. Out of the most recent batch of Neo Geo releases, Fatal Fury is up there with the best of 'em, so get your parents to remortgage the house and go get it.

PAUL RAND

THE THIRD MAN

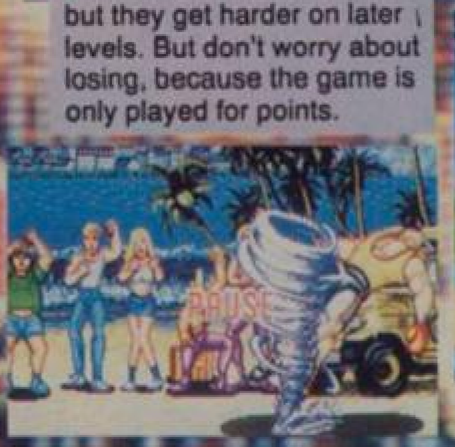


As well as Terry and Andy, there's a third fighter to choose from. His name is Joe Higashi and he's got no axe to grind with Geese at all. He's only here for the glory, and what better way to grab it than kicking crap out of all the baddies and Geese himself? You can still choose him to fight with one of the Bogard boys, but he's got a pair of girls' shorts on and people might take the mickey if you're seen with him.

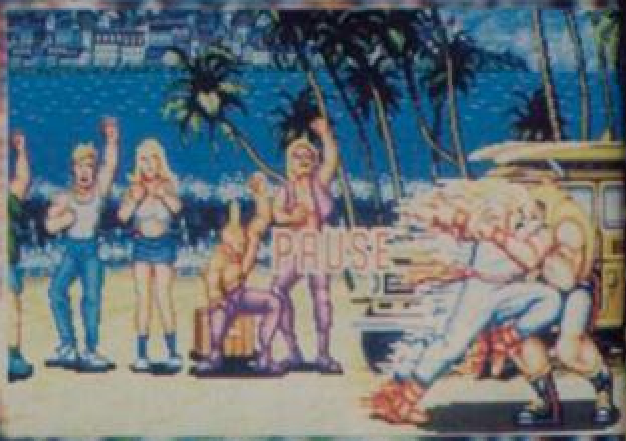


WRESTLE WARS!

Every couple of fights, you're whisked off to the bonus island to test your skills against one of those fairground arm-wrestling machines. To play, simply press the A button as fast as you can and, if you're hitting it quickly enough, you'll win. The first one is easy to beat, but they get harder on later levels. But don't worry about losing, because the game is only played for points.



▲ *Here's a bit of a whirl to sort out the bad boys!*



▲ *When all else fails, run*

MANY MARVELLOUS MOVES

Along with an ordinary assortment of kicks, punches and blocks, all three fighters have access to a selection of special moves. These are brought into use by a nifty combination of joystick movements and fire button presses, and they become more powerful the further into the game you progress. Unfortunately, your opponents also have tricks of their own up their sleeves, so be sure to watch out for them otherwise you could well end up flat on your back and out of the game.

NEO GEO	
GRAPHICS	93
SOUNDS	89
PLAYABILITY	94
LASTABILITY	95
OVERALL	94

ROBO ARMY

REVIEW

NEO GEO £120

BY SNK

Earth is on the brink of destruction. A robot army created by a lunatic megalomaniac is on the march, bringing chaos and terror to everything in its path. The world seems doomed. However, there may be a saviour. Rebel forces have created a prototype weapon: a combat cyborg. Half machine, half living tissue, with an array of combat skills and special weapons, this powerful creation could be just the thing to stop the terrible onslaught now ensuing. But surely, one cyborg can't stop a battalion of metal warriors? That's up to you. Step into the cyborg's metal frame and sweep a path through scores of man-made marauders, utilising a variety of moves and bonus artillery found throughout the game. At the end of each stage is a commander which, when smashed, allows safe passage through to the next stage, containing ever more difficult enemies. Well, what else do you expect? Kick butt!

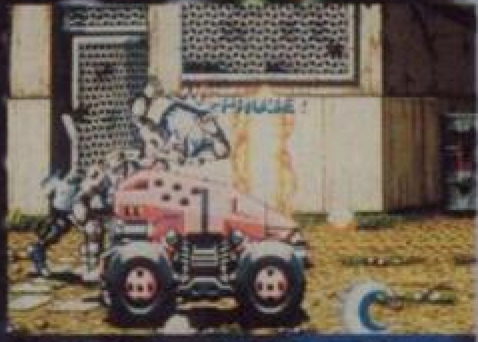
THANKS...

...to **Console Concepts** for the review cartridges used in both reviews. Call 'em on 0782 712759 for Neo Geo goodies.

...Robotic dogs of doom! ▲

A DOUBLE DOSE OF DESTRUCTION

If you can't manage to defeat the army on your tod just find a mate, plug in a second controller and indulge in two-player malarkey. You can't damage each other, but it's a great laugh pinching the items that the other player has fought tooth and nail for!



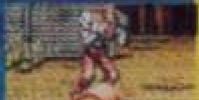
▲ OK, it's time to kick metal ass...

A BIG GREEN RACING CAR

Some of the robots, when destroyed, drop items which either boost your energy or give you extra oomph in the fighting department, depending on what's been picked up. The smartest item by far is the one which turns your cyborg into a big metal buggy, which can then be used to ram the attackers - it's built onto your frame in a similar way to that seen in the Light Cycles race in the film Tron and it looks bloody impressive!

Here's yet another Neo Geo fighting game and, like all the others, it's a good looker. Robo Army has some really classy graphics, with massive robots charging all over the place both on foot and on big motorbikes. Sound effects are superb - meaty punches and kicks and some hot metal tracks playing away in the background. Robo Army is similar in terms of look and the way it plays to Burning Fight, itself a complete rip-off of the classic Final Fight. Trouble is, it's not as good as either, with only a few moves to put into action. There are a lot of special weapons available to break up the battering and, with only a couple of continues, at least you're not going to complete the game straightaway. Robo Army is very good, but Burning Fight is a better example of the genre.

PAUL RAND



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NEO GEO

GRAPHICS	90
SOUNDS	88
PLAYABILITY	82
LASTABILITY	83
OVERALL	84

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OFFICIAL U.K. HIGHSCORES

DEAR LIMPWRISTS,

The mailbag was stuffed this month with letters from people who reckoned they could beat last month's games challenge winner, Matthew Pont. If you still reckon you're up to the challenge, then drop us a line to the usual adress giving all the relevant details. We also want to see more handheld scores, so get your device out of your pocket and get playing. Game Gear, Gameboy or Lynx, it's all the same to us, just make sure those scores are high! So here's your official monthly guide to who's sad and who's rad in the world of video games...

SADIE

AMIGA

You Amiga owners have been a bit busy. There's some truly inspired scores here this month and a pretty mixed bunch of games. It seems there are a lot of PGA players out there and the competition is pretty stiff. Let's see some more of the same next month.

PITFIGHTER	Ajay Shah, Moseley, Birmingham	21,530
DOUBLE DRAGON	Richard K., Thornbury, Avon	121,560
NAVY SEALS	Christopher Towers, Somersham, Cambs.	60,400
PGA TOUR GOLF	Ross Cleary, Maghull, Liverpool	-44 (4 ROUNDS SAWGRASS)
FINAL FIGHT	Marcelo Silva, Lleria, Portugal	147,850
BLOOD BROS	Anders Rostrup, Vogg, Norway	565,800
NEW ZEALAND STORY	Sam Brown, London	7,165,999

ARCADE

Gunnar is the first reader to complete Streetfighter 2 using every fighter. He did it using one credit for each player, quite an achievement!

STREETFIGHTER 2	Runar Gunnarsson, Reykjavik, Iceland	COMPLETED WITH ALL FIGHTERS
SMASH TV	Lee Osborne, Bury St.Edmonds, Suffolk	359,490
NARC	Frank Hughes, Birkenhead, Merseyside	COMPLETE 1 CREDIT
POWERDRIFT	Stuart Benton, Newry, Co.Down	10,000,000

AMSTRAD

The Amstrad scores have dried up a bit this month, so I want you all to put on your special gaming trousers and get playing. How about some Turtles related high score jinks? Or perhaps Turrican 2? Come on Amstrad owners, get your skates on!

WONDERBOY	Andrew Browning, Gateshead, Tyne-Wear	100,970
GRYZOR	Malky Brown, Surbiton, Surrey	318,420
DOUBLE DRAGON	Andrew Browning, Gateshead, Tyne-Wear	90,265

GAMEBOY

Slygo Elings is the daftest name I've ever heard, but his score on Dr. Mario isn't daft at all. Steven Lewsey rockets in with a brilliant score on Bill And Ted, totally excellent! Manaf from Bahrain is the first reader to have completed Rockman World! Well done Manaf!

DR MARIO	Slygo Elings, Holland	108, 600
ROCKMAN WORLD	Manaf Almuhandis, Manama, Bahrain	COMPLETED
BILL AND TED	Steven Lewsey, Dunbartonshire, Scotland	COMPLETED
PARODIUS	Tze Cheng, Camberley, Surrey	COMPLETED
SUPER MARIOLAND	Jade Todd, Orella, Western Australia	43,960

MEGADRIVE

A sudden resurgence in popularity for Strider this month, as the entries come flooding in. M. Cooper Davis from High Wycombe has the grandest score of all though. If you reckon he's a cissy, try your joypad hand and see if you can beat him!

MICKEY MOUSE	Neil Robinson, Whelley, Wigan	COMPLETED 1 LIFE
STRIDER	M. Cooper Davis, High Wycombe, Bucks.	84,350

SHADOW DANCER Jonathan White, Leigham, Plymouth	1,094,000
WRESTLE WAR Jamie Hudson, Pennine Way, Humberside	FINISHED-UNDEFEATED
WORLD CUP ITALIA '90 Daniel Mardell, Hadleigh, Essex	WON WORLD CUP USING JAPAN
BUSTER DOUGLAS BOXING Darran Ford, Epsom, Surrey	6,559,160
AFTER BURNER 2 Marcus Wallbank, Stevenage, Herts	79,204,321
STREETS OF RAGE Keith Pentland, Caithness, Scotland	665,200
SPIDERMAN aul Davies, Rochdale, Lancs.	146,871

NINTENDO

Ooh! A smart score on Double Dragon 2 this month and a couple of rather old games get the treatment too! Donkey Kong Jnr gets a long overdue airing and the rather iffy World Wrestling is destroyed. I know you weeds can do better than this! Get writing suckers!

DOUBLE DRAGON 2 Steven Yeo, Ayr, Scotland	913,027
GHOSTBUSTERS 2 Lee Hughes, Herts.	165,460
DONKEY KONG JNR Andrew Brent, Crawley, Sussex	103,300
DUCK TALES Neil Whitehouse, Park Farm Estate, Wolverhampton	COMPLETED
WORLD WRESTLING Andrew Elson, Brookside, Telford	443,460

PC ENGINE

A rockin' good score on Gradius from haggis-basher Evander McIver and PC Kid 2 gets the full treatment from Tom Currie in Derby. The dubiously named Itchy Smith's high score on Batman still holds and as it's the maximum score possible it looks like nobody's gonna beat it!

PC KID 2 Tom Currie, Etwall, Derby	1,035,050
GRADIUS Evander McIver, Fountainbridge, Edinburgh	COMPLETED 1 LIFE
NAMCOT BASEBALL Kip Murphy, Irvine, Scotland	18-0
BATMAN Itchy Smith, Stratford, London	999,999

SEGA

Dynamite Dux was brilliant in the arcades and the Master System version did it justice. Steven Tomlin's score is extremely impressive, but I bet there's someone out there who can beat it! Also, Mark Jameson's high score on R-Type has remained unbeaten for two months! Get playing!

DYNAMITE DUX Steven Tomlin, Morpeth, Northumberland	649,340
MICKEY MOUSE Richard Nind, Coventry, West Midlands	856,750
SONIC THE HEDGEHOG Denny Cartwright, Moreton, Wirral	299,900
R-TYPE Mark Jameson, Whitby, Yorkshire	712,500
OUT RUN Jonathon Goodall, Chepstow, Gwent	11,281,680

SUPER FAMICOM

Jerry Boy is a fabbo little game and I challenge anyone to beat Gareth Trotter's massive high score. I also challenge anyone not to be moved by the sad tale of poor Jerry Boy, what a weepie! Well, Joe And Mac is out, so there's no excuse for not sending in scores!

SUPER GHOULS N' GHOSTS Dave Barnett, Kings Heath, Birmingham	349,800
JERRY BOY Gareth Trotter, Edgeware, Middx.	190,990
DARIUS PLUS Dave Barnett, Kings Heath, Birmingham	4,867,550
AREA 88 Roger Scott, Brighton, E.Sussex	612,800
F-ZERO Mark Quine, Childwall, Liverpool	70,120

------AMPUTATE HERE------------------

Right, silky boys, you're all a bunch of toasted butter cakes and you know what to do - every month, CVG will be throwing down the gauntlet to all you weaklings. Just fill out the form below and send it to the usual CVG address. If your score is hot and beefy enough, we'll print it in the high score chart and if it's particularly impressive, you may even get the chance to enter the CVG challenge! You'll get to play against the world's grooviest gamesters, the CVG boys and you may even walk away with a sexy prize!

DEAR SADIE, I AM FAB AND A LOT BETTER THAN THOSE DRIVELLING CVG BOYS ANYDAY-SO HERE'S MY HIGHSCORES...

GAME..........SCORE..........
GAME..........SCORE..........
GAME..........SCORE..........
NAME:..........
ADDRESS:..........
....
TELEPHONENUMBER:..........
MY MACHINE IS:..........

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REVIEW

MEGA CD £45.00

BY WOLFTEAM

SOL-FEACE

Sol Feace! What kind of name is that? Well, as far as we can tell, it's the name of the spacecraft you pilot in this horizontally scrolling shooter. The plot is entirely in Japanese, so it could be about anything. Mind you, the plot doesn't really matter too much as all you have to do is fly along and shoot things. There are all the usual features in this game, like end of level bosses and extra weapons. The action takes place in deepest space, with hordes and hordes of baddies hurling themselves at you, loosing of bullets as they do so. The weapons come at set intervals, little pods which you have to shoot to release the goodies inside. The weapons simply boost your laser power, giving you wide shots if you're really lucky. The whole time you play, bits of space debris come spinning onto the screen. These are indestructible and have to be avoided. So, off into deep space with you young man and don't come back until you've saved the Universe.

TWIRL THOSE SPRITES!

The most widely used effect in Sol Feace, is the MEGA CD sprite rotation. This simply spins the sprites around as they move towards you. This effect is impressive, but the chances are that you wont notice it anyway. The worrying thing is that this effect has been seen before on the standard Megadrive, in a game called Granada X, where an end of level nasty spins around in much the same fashion. Makes you wonder just what the Mega CD can actually do.

Space...the final frontier! ▼

SPACE JUNK

It seems that people of the future haven't learned their lesson. All the litter that you see in the streets is nothing compared to the junk floating around in space. There's tons of it. Collide with a hunk of damaged space ship and you're history. As it rushes toward your fragile ship, you can slow it down by blasting it, but it's easier and safer to avoid it. You'd think that there would be some kind of cosmic litter bin around, but no such luck I'm afraid.

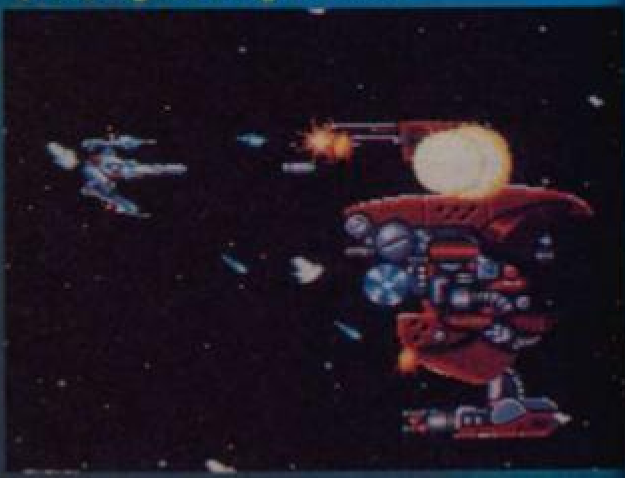
All that technology, all that memory, all that speed and what do they do with the Mega CD? A horizontally scrolling shoot 'em up. Zilch out of ten for originality Wolfteam. That's maybe a little harsh, the game does have a few things going for it, like the incredible speed and impressive sound effects. It's difficult to know what to expect from the Mega CD, we've only seen one other game and that was a bit crap. Graphically, it's no great shakes, there's tons of sprite rotation, but fans of crusty old Granada X have seen the Megadrive do this anyway. In short, apart from the music, there's nothing here that a Megadrive can't do anyway. The intros are smart, but hardly awesome. The soundtrack is funky enough and there is a lot of music but to tell you the truth, you'd be better off buying something like Gynoug or Hellfire. Not a total waste of money, but hardly ground breaking.

FRANK O'CONNOR

OH NO! IT'S JAPANESE!

There is one almighty problem with buying CD games from Japan. They're all in Japanese. It's not much of a problem with shoot 'em ups like this, but you do miss out on the huge narrative while you play. There's a ton of speech on this game and if you can understand Japanese, it probably adds greatly to the game. Sadly though, the chances of getting games with English text and speech are minimal. If you want to reap the full benefits, you'll have to wait for the official launch sometime in Autumn. Sega promise that there will be at least eight games available at launch time.

▼ *The big red thing of doom!*



MEGA CD	
GRAPHICS	86
SOUNDS	90
PLAYABILITY	87
LASTABILITY	88
OVERALL	89

HEAVY NOVA

REVIEW

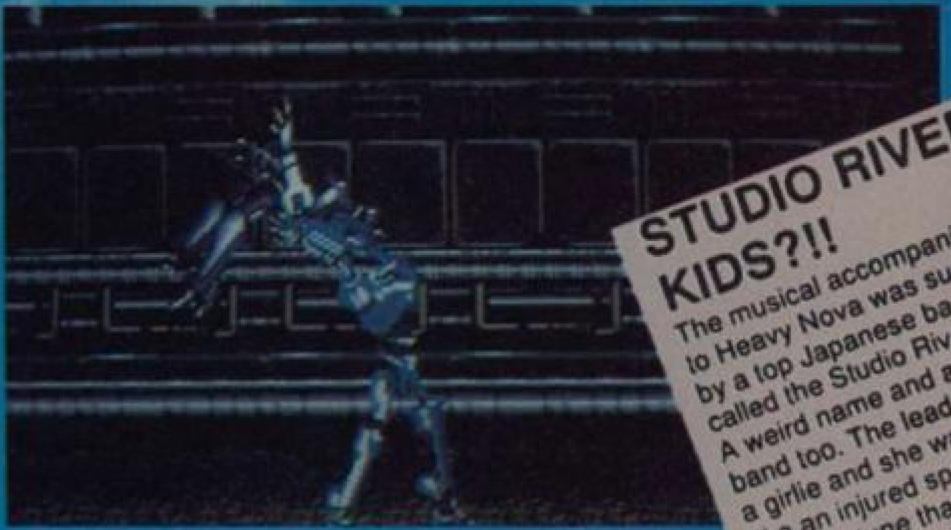
MEGA CD £45.00

BY MICRONET

In the future, law and order are no longer handled by humans. Sophisticated weaponry has made life far to dangerous for mortal cops. Crime however, has a new enemy. Heavy Nova. Future cops. Steel replaces bone. Titanium replaces skin. These guys are kick-ass death dealers from space. As a member of the newly formed Tokyo Robopolice, your tasks are many and varied. You have to fight crime wherever it rears its ugly head and you have to do it with your bare hands. The robots have all been programmed with various martial arts skills and it turns out that robots are the ones committing the crimes too. Yup, not a human being in sight in this scrolling beat 'em up. Just droids, droids and more droids. It's similar in style to Rolling Thunder, but without the guns. You can choose from a wide range of robots, each with their own range of moves and features. All you have to do really, is walk along a scrolling world, beating other droids up and avoiding traps. There is however, a two player head to head option, similar in many ways, to Streetfighter!

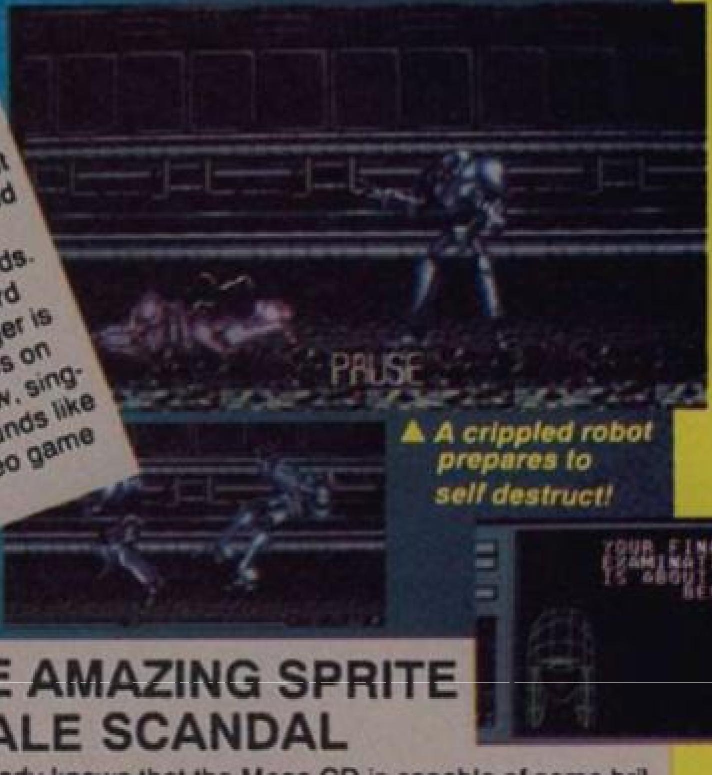
INTERESTING INTROS

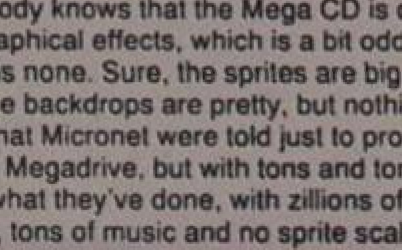
Heavy Nova certainly looks impressive and the first thing you'll see when it loads up is a beautiful animation. This is a fairly big cartoon, with lots of flashy special effects and weird "camera" angles. Owners of PC Engine CD ROM machines will have seen this kind of thing before. These cartoons are also used to break up the various levels, with bits of plot and new assignments being shown between rounds. Neato!



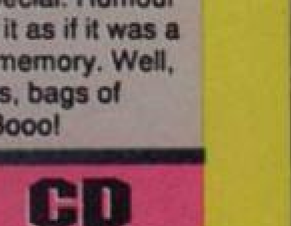
STUDIO RIVER KIDS?!!

The musical accompaniment to Heavy Nova was supplied by a top Japanese band called the Studio River Kids. A weird name and a weird band too. The lead singer is a girlie and she warbles on like an injured sparrow, singing to a tune that sounds like it belonged to a video game anyway.

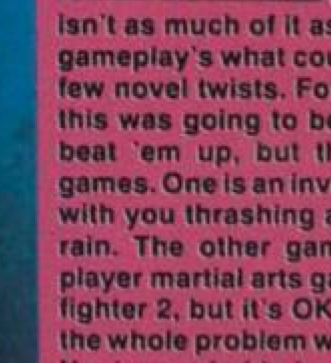




▲ *A crippled robot prepares to self destruct!*



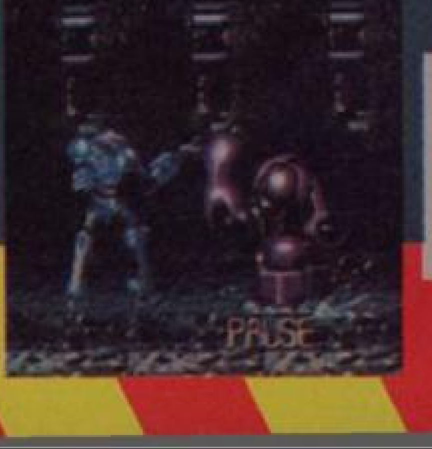
YOUR FINAL EXAMINATION IS ABOUT TO BEGIN



So this is the CD ROM then, is it? Heavy Nova starts off with a very pretty intro, with a teeny-bopper Japanese band playing and singing in the background, while a typically Japanese cartoon shows the plot. The animation is very impressive, but there isn't as much of it as you might think. Still, the gameplay's what counts and Heavy Nova has a few novel twists. For one thing, we all thought this was going to be a straightforward arcade beat 'em up, but this is really two different games. One is an involving scrolling adventure, with you thrashing ass as you explore the terrain. The other game is a simultaneous two player martial arts game. It's not exactly Streetfighter 2, but it's OK for a laugh. Indeed, that's the whole problem with Heavy Nova. It's alright. You've probably been expecting the Mega CD to be some kind of super dream machine. It may well, be, but Heavy Nova doesn't show it off. Neat graphics, slick animation and impressive music, but nothing special at all.

FRANK O'CONNOR

One of the nastier robots slides towards our hapless robotic hero. Best thing to do is to leap out of the way at the last possible moment ▼



THE AMAZING SPRITE SCALE SCANDAL

Everybody knows that the Mega CD is capable of some brilliant graphical effects, which is a bit odd seeing as this game contains none. Sure, the sprites are big, but you've seen bigger. The backdrops are pretty, but nothing special. Rumour has it that Micronet were told just to program it as if it was a normal Megadrive, but with tons and tons of memory. Well, that's what they've done, with zillions of levels, bags of sprites, tons of music and no sprite scaling. Booo!

MEGA CD

GRAPHICS	81
SOUNDS	90
PLAYABILITY	78
LASTABILITY	79
OVERALL	**80**

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TOP 20

GALLUP ALL FORMATS

THIS	LAST	GAME	BY
1	1	WWF WRESTLEMANIA	OCEAN
2	3	DIZZY'S ECELLENT ADVENTURES	CODEMASTERS
3	2	THE SIMPSONS	OCEAN
4	14	MANCHESTER UNITED EUROPE	KRISALIS
5	4	TERMINATOR 2	OCEAN
6	5	DIZZY COLLECTION	CODEMASTERS
7	9	ROBOCOP 3	OCEAN
8	7	BIRDS OF PREY	ELECTRONIC ARTS
9	11	SOCCER STARS COMPILATION	EMPIRE
10	12	TURTLES - THE COIN-OP	MIRRORSOFT
11	28	RAINBOW COLLECTION	OCEAN
12	8	JAMES POND 2	MILLENIUM
13	19	POPULOUS 2	ELECTRONIC ARTS
14	6	LOTUS 2	GREMLIN
15	16	MICROPROSE GOLF	MICROPROSE
16	10	CARTOON COLLECTION	CODEMASTERS
17	36	LEMMINGS	PSYGNOSIS
18	13	NINJA COLLECTION	CODEMASTERS
19	20	FINAL FIGHT	US GOLD
20	18	PITFIGHTER	DOMARK

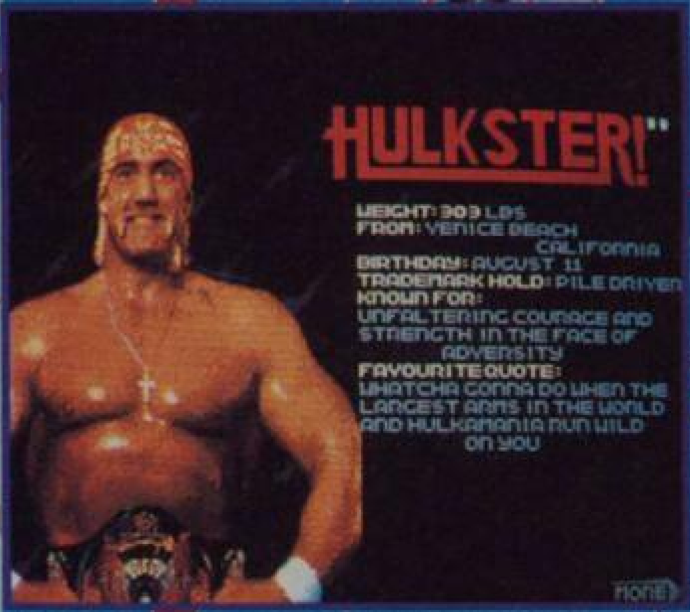
WWF is still the nation's number one, with Codemaster's latest Dizzy epic clinging on at number 2. Man United Europe comes storming back into the chart...bizarre!

ATARI ST

WWF still holds the top spot and those muscle bound morons don't show any signs of shifting. James Pond 2 makes a bit of a climb and Microprose Golf is doing well. Crusty old Man United Europe makes an unexpected re-entry, but there are no real surprises in this month's ST chart.

1	NE	WWF WRESTLEMANIA	OCEAN
2	4	MICROPROSE GOLF	MICROPROSE
3	5	JAMES POND 2 - ROBOCOD	MILLENIUM
4	RE	MAN UNITED EUROPE	KRISALIS
5	3	LOTUS 2	GREMLIN
6	2	THE SIMPSONS	OCEAN
7	16	SOCCER STARS	EMPIRE
8	RE	BOARD GENIUS	BEAU JOLLY
9	12	KNIGHTMARE	MINDSCAPE
10	15	REALMS	VIRGIN

lub: 6 Iron
Hole: 155 yds
airway: uffy



WEIGHT: 303 LBS
FROM: VENICE BEACH CALIFORNIA
BIRTHDAY: AUGUST 11
TRADEMARK HOLD: PILE DRIVER
KNOWN FOR:
UNFALTERING COURAGE AND STRENGTH IN THE FACE OF ADVERSITY
FAVOURITE QUOTE:
WHATCHA GONNA DO WHEN THE LARGEST ARMS IN THE WORLD AND HULKAMANIA RUN WILD ON YOU

AMIGA

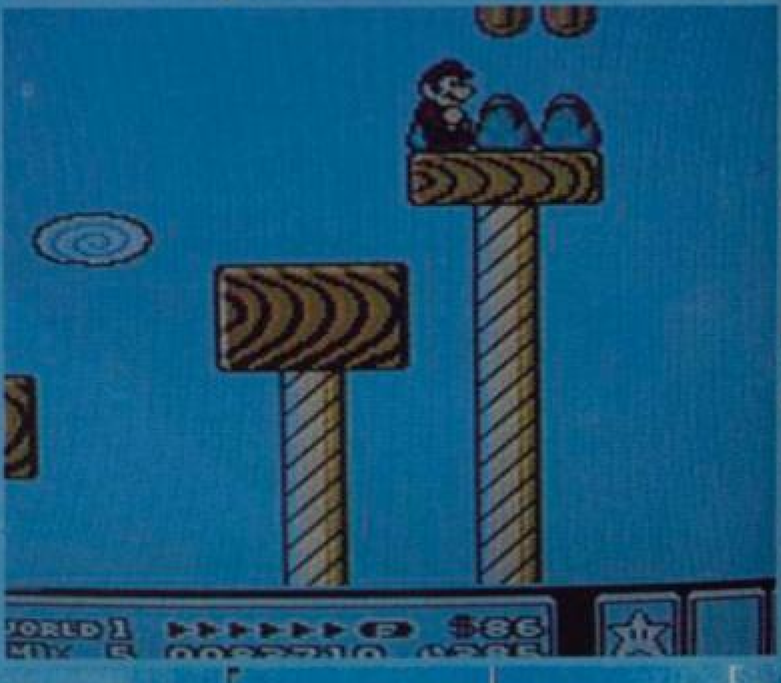
Well, surprise, surprise. WWF is number one on the Amiga chart. Much as we expected, but what we didn't expect was the entry of Fun School 4, makes you wonder just who's buying it...gamers who can't read perhaps?

1	1	WWF WRESTLING	OCEAN
2	3	ROBOCOP 3	OCEAN
3	2	BIRDS OF PREY	ELECTRONIC ARTS
4	6	POPULOUS 2	ELECTRONIC ARTS
5	9	LEANDER	PSYGNOSIS
6	5	JAMES POND 2	MILLENIUM
7	4	LOTUS 2	GREMLIN GRAPHICS
8	RE	FUN SCHOOL 4	EUROPRESS
9	19	GODFATHER	US GOLD
10	13	HEIMDALL	CORE DESIGN

NINTENDO

The Mario Bros are the geezers in charge of the NES chart this month and if you didn't get it free with the machine, the first game would probably be in the chart too!

1	1	SUPER MARIO BROS 3
2	2	THE SIMPSONS
3	5	DUCK TALES
4	7	SUPER MARIO BROS 2
5	NE	TOP GUN 2
6	4	GREMLINS 2
7	6	THE ADVENTURES OF LINK
8	RE	BATMAN
9	3	WWF
10	10	SOLSTICE



GAMEBOY

The mighty Super Mario is this month's number one, with the recently released Double Dragon might just be strong enough to take the top spot next time round - we'll wait and see!

1 1 SUPER MARIO LAND
2 REDOUBLE DRAGON
3 4 F1 RACE
4 8 THE FALL OF THE FOOT CLAN
5 7 BUGS BUNNY
6 5 GREMLINS 2
7 2 DUCK TALES
8 3 ROBOCOP
9 6 BATMAN
10 NEPAPERBOY

Power
Temper
Donald
Points

CLEAR BONUS STAGE
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6

MEGADRIVE

Hardy, har, har! Those smart Megadrive owners have recognised a good thing when they see it and made Rolling Thunder 2 the number one cart. It must be popular, because it only runs on SCART Megadrives. Everyone else will have to wait for the official release!

1 ROLLING THUNDER 2
2 QUACKSHOT
3 JOHN MADDEN'S 92
4 F22
5 JOE MONTANA 2
6 BARE KNUCKLE
7 SPEEDBALL 2
8 DEVIL CRASH
9 ROBOCOD
10 ROAD RASH

PC ENGINE

The cutesy antics of Coryoon make it to number one, with Magical chase following close behind. Sadly though, the awesome Gradius slips a few notches, hanging in at number four. PC Kid 2 looks like a permanent fixture in the charts though and quite right too!

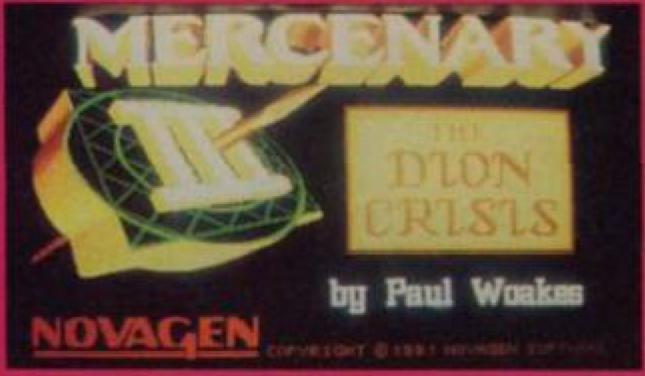
1 CORYOON
2 MAGICAL CHASE
3 PC KID 2
4 GRADIUS
5 RAIDEN TRAD

MERCENARY III

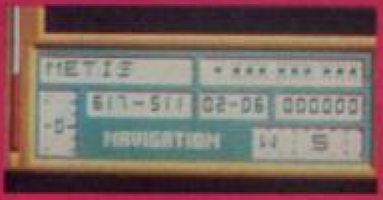
AMIGA £25.99

BY NOVAGEN

It's a tough old life when you're a space-age Mercenary out for an honest buck. You risk life and limb to save other people's planets by getting rid of a rogue comet and they throw you in jail and chuck away the key! OK, so you made a cool 50 million destroying the comet Damocles - but that won't get you far when they throw you onto the street with a new assignment! This time round you face a new enemy, the enigmatic PC Bil. Who is he? What does he want? Where did he get such a stupid name? How the hell are you going to save the solar system? Go to it, my lad, it's a whole new world out there...



▲ *Yes it is, isn't it.*



◀ *Crumbs! This is exciting!*

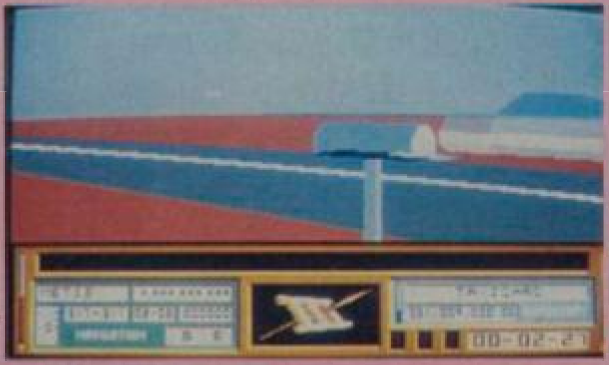
Mercenary maestro Paul Woakes still owes me approximately two months of my life, 'cos that's how much time I spent on Damocles. Now he's done it again! Mercenary III is the sequel to the sequel in every sense, and if you're a fan of the originals this game is big news. Fabulous it certainly is in most respects, except I can't shake the nagging feeling I've done all this before. Sure there are characters to interact with this time round, and this adds a whole new dimension to the game, but you can't help thinking you've already seen it. Maybe I was expecting too much, but I'd like to have seen a true successor to the originals with a completely revamped setting and scenario. That aside, Mercenary III is the closest you're going to come to Virtual Reality on your home machine, and it's easy to get lost inside this wonderful world. A worthy successor which could have been another classic, Mercenary III offers a fantastic gamesplaying experience, but just pips itself at the Hit! post by being a tad too faithful to the others. A great game nonetheless!

TIM BOONE

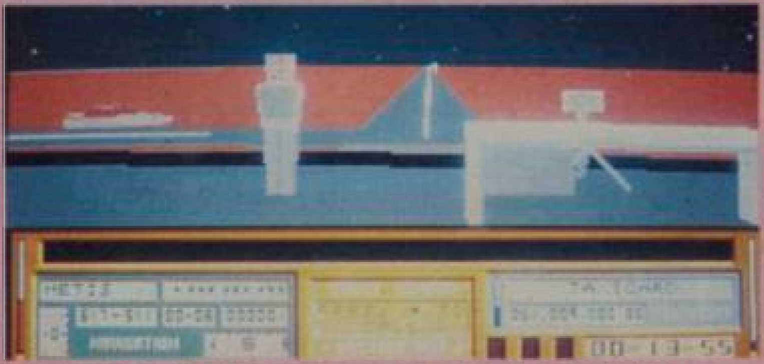
SO WHAT'S GOING ON?

Sprung from prison, you learn that PC Bil is about to stand for election. Only trouble is he's a bit of a bad lad, and with him in charge it's Doom Central for all and sundry everywhere! It's up to you to stop him - but how? We know, but we're not going to tell you 'cos you'll have a load of fun finding out! This is just one of the five missions in the game, progressively more difficult and some seemingly impossible. Good luck!

▶ *Any letters in that mailbox for me, postie?*



Check out the rectangular geezer by the window! ▼

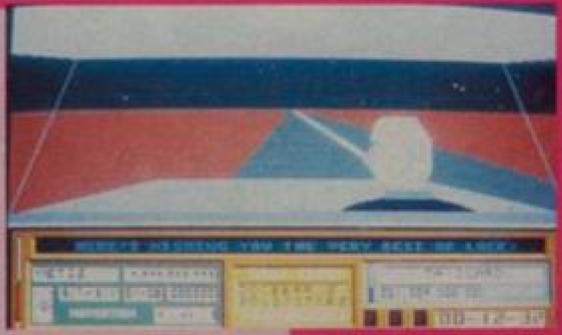


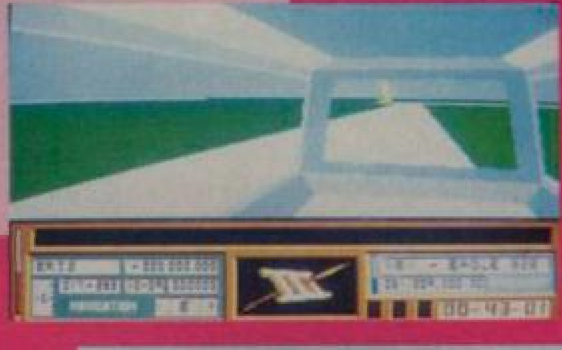
MERCENARY - THE LEGEND

Mercenary was one of the all-time great 8-bit games, featuring astonishing gameplay and a wireframe 3D world which was, in it's day, a breathtaking achievment. Then came Damocles (Mercenary II) and 16-bit gamers were at last treated to a true 3D challenge, with fabulous filled vector graphics and incredible gameplay to match. Mercenary III takes up the story where Damocles left off, only this time round things have changed in a big way. In Damocles, everyone had fled the impending comet of doom, so there was no-one left to talk to. In this game they've all come back, and to get ahead you have to interact with some weird and wacky people!

GETTING AROUND TOWN

Unlike Damocles, which boasted all sorts of ships at your disposal, getting around in Mercenary III is tricky to say the least. You can always call a taxi, but the vast journeys you'll make will eat into that cash. So why not catch the bus instead? You'll have to watch the timetable though, 'cos there won't alway be another one along in a minute!





PLANETS A PLENTY

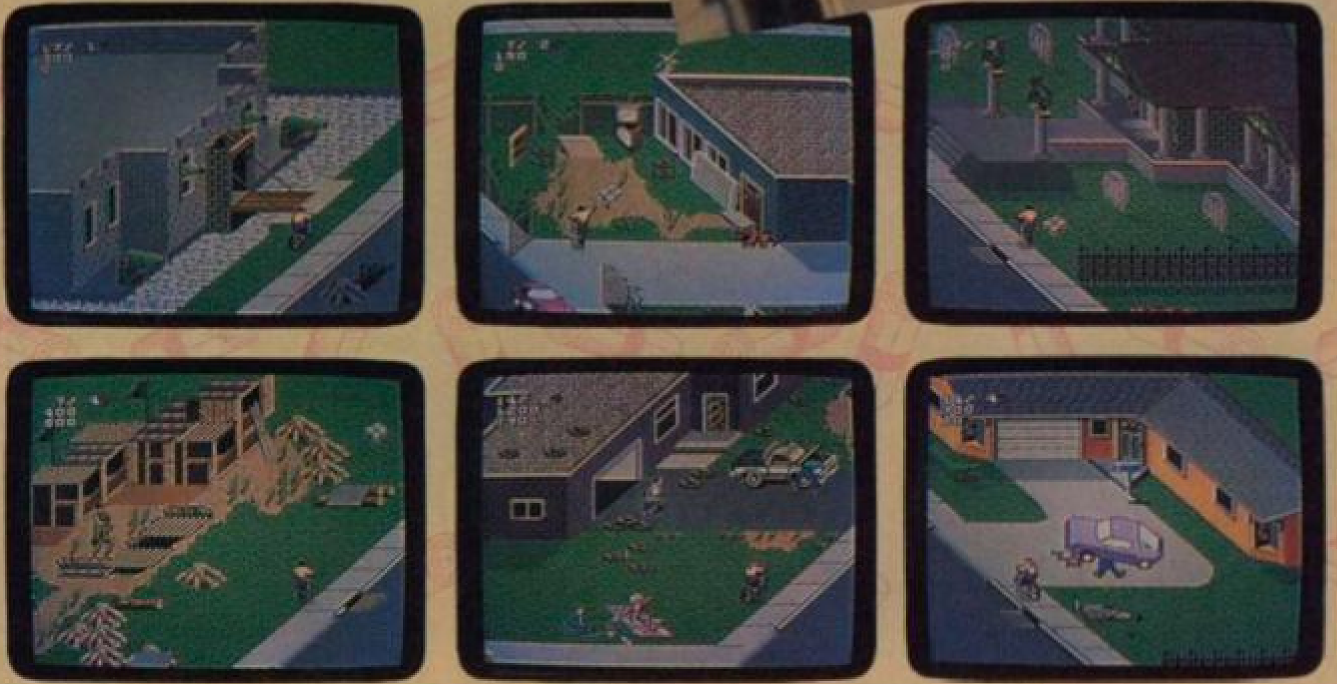
Just like Damocles, Mercenary III features a whole solar system to explore, and the whole thing is slowly turning as you play. This is as close to VR as you're likely to get on home computer, and there's a great sense of "being there." Just watch those two-mooned sunsets to see what we mean!

AMIGA	
GRAPHICS	88
SOUNDS	71
PLAYABILITY	89
LASTABILITY	89
OVERALL	88

Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.
Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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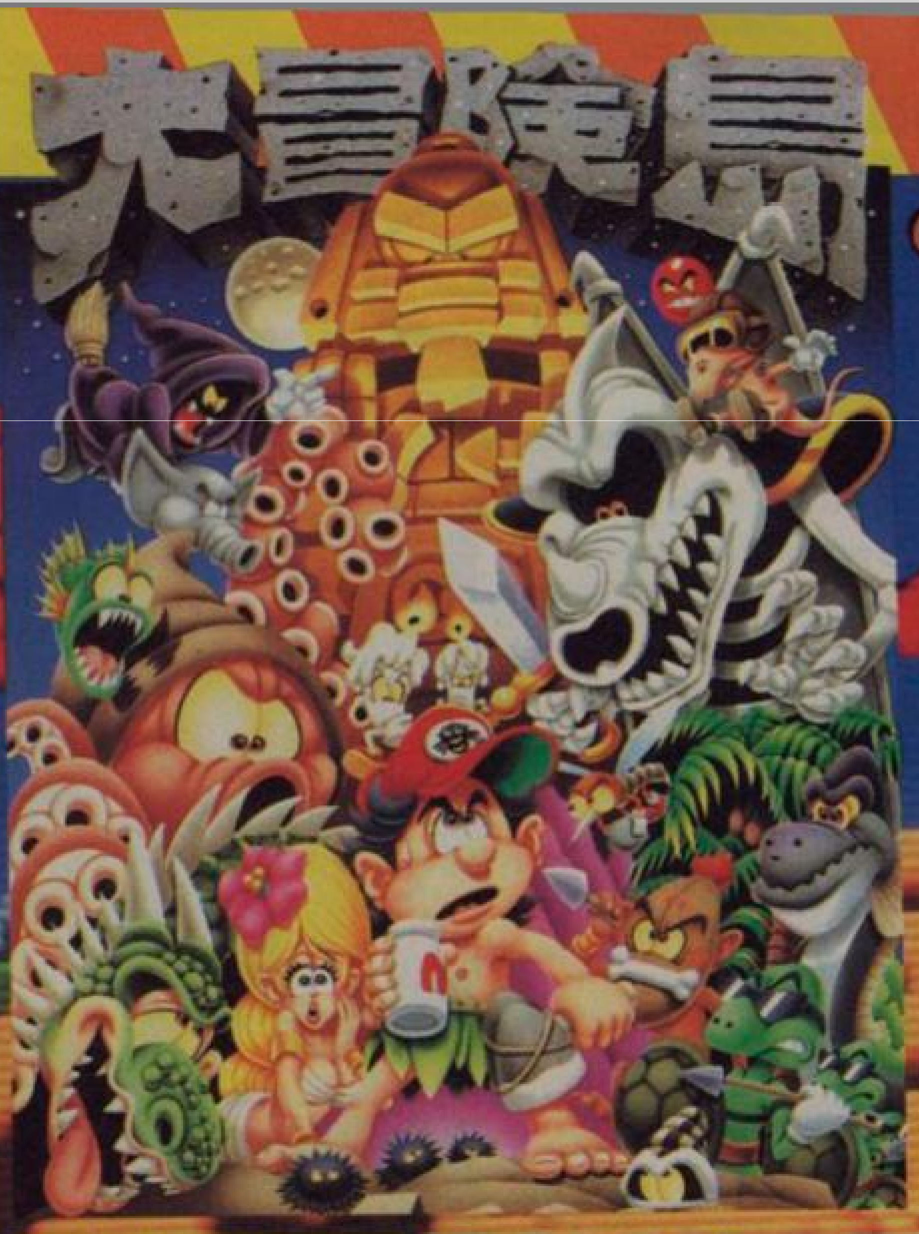
SUPER NES £45

BY HUDSON SOFT



Super Adventure Island is here and it doesn't look anything like Wonder Boy, honest! Well, maybe it does look just a bit like Wonder Boy, but I'm sure that's a complete coincidence and Hudson Soft didn't pinch any ideas from Sega's great old game. Well, this features the most cunningly original plot you've heard for ages. Your girlfriend's been kidnapped by an evil magician, you don't get much of that in video games, do you? It's up to you to rescue her and you're well qualified for the job. You're a cherubic little caveman with some incredible jumping skills and a handy line in axe throwing. The land is filled with hazards, mostly the local wildlife, always hungry and generally deadly. You yourself have to eat a lot. A rapidly decreasing energy bar at the top of the screen must be topped up by scoffing the various fruits that litter the countryside. As you race across the prehistoric landscapes, you'll find a host of hidden goodies and secret bonus levels, as well as a fair bit of danger! So get to it Wonder Boy, er...I mean Adventure Island Boy!

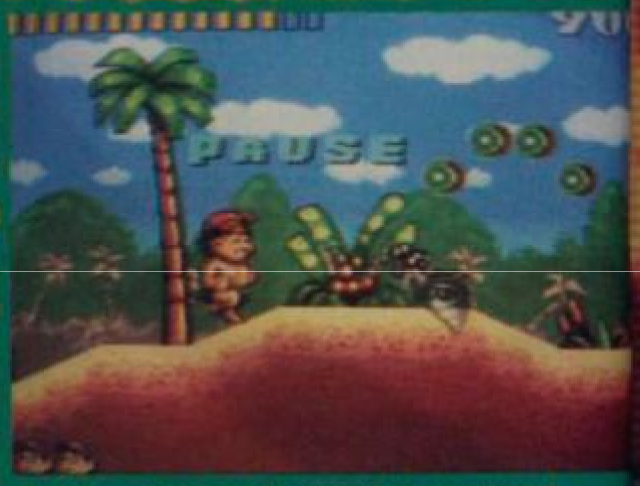
Ooh! This is nothing like Wonder Boy (I don't bloody think!). No similarities at all as you guide a small caveboy over a prehistoric landscape, eating fruit and lobbing axes. The game is a blatant rip-off of Wonder Boy, but that's not necessarily a bad thing. The gameplay is a smart mix of platform action and combat related high-jinks. Graphically, some of the screens are wonderful, funny sprites, slick animation and brilliant characters. The graphics improve as you get further and further into the game and the end of level bosses are a hoot. The music deserves a special mention. It is, without doubt the best music so far on the SNES. The brilliant tunes even beat the awesome Actraiser and that's saying something. We liked it so much, we paused the game just so we could thrill again to the danceable commotion of groove filled greats. Awesome mixing, sampled voices and brilliant orchestration all add up to a sonic treat. The gameplay is simple and at times, frustrating. The sprite collision, while accurate, is unfair and leaves no room for error. Pixel perfect jumping ahoy! A good laugh though and a worthy purchase.

FRANK O'CONNOR

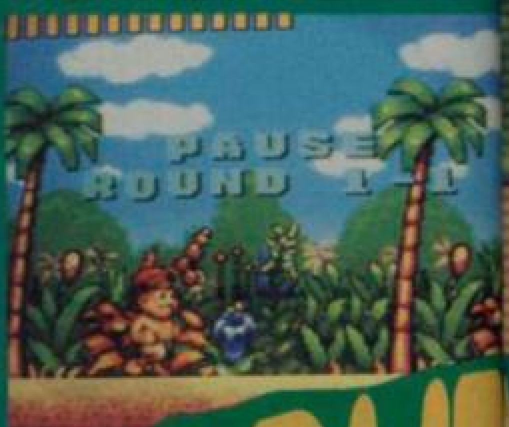
▲ Jollynpi

TALLY ME BANANAS

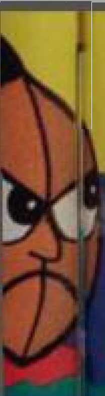
To stay alive for any duration in Adventure Island, you have to constantly consume quantities of fruit. These fruits float around in the sky (the way fruit does) and you have to jump to reach most of it. Some of the fruits are invisible, but can be revealed by shooting thin air for a bit. If your energy bar runs out through lack of fruit, you're history!



▲ *All sorts of sand-related shenanigans...*



SUPER ADVE



SECRET SCREEN SURPRISE!

There are tons of hidden bits n' bobs in Adventure Island, but best of all are the hidden levels. These are a sort of bonus sub-game and can only be found by doing something special and I'm not going to tell you what! Oh, alright then. You have to jump in a special way and in a special place. If you fire a weapon and it stops for no reason in mid-air, that's where to jump. A star will appear and whisk you off to wonderland. You simply collect all the icons to get a free life. Simple.

olly jumping japery and no mistake!

▲ Getting a bit behind? Get your skates on!

REVIEW

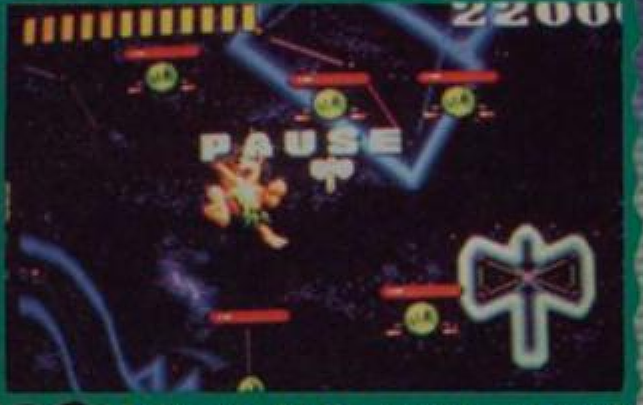
Wonder Boy revisited - that's the simple description of Super Adventure Island. Don't be too downhearted though (especially because Wonderboy is a fab classic!). This game is sufficiently different to stand out from the crowd and hard enough to keep you stabbing at the old pad of joy for ages. Presentation is tip-top; sprites and backdrops are a syrupy-sweet dream and they get even better the further into the game you venture. And sound is absolutely unbelievable - chock-full of samples and the music is perhaps the best heard on any current Super NES game to date! The game itself won't have your brain doing cartwheels, but that doesn't mean to say it's not terriff, because it is, even when it's being silly and reckoning you've hit a sprite when in fact you've just missed it! A hearty bag of Wonderboyish fun 'n' frolics is what you'll get from Super Adventure Island - and you can't say fairer than that now, can you.

PAUL RAND

WONDER BOY DEJA VU

This game is a total rip-off of Sega's Wonder Boy. It's actually a sort of sequel to a game called Adventure Island on the NES. This too, was a copy of Wonder Boy. Funny that, cos' Hudson Soft are famed for their originality. Still, it's a decent enough game and there are a couple of real differences (not many though).

▼ Flip me, look at the size of that!



▲ Hurrah - it's the secret bonus level!

GREAT ISLANDS OF THE WORLD

There are lots of famous islands in the world. There's Fantasy Island (Dee plane boss, dee plane), there's Alcatraz Island where Clint Eastwood lives. You could go to Rainbow Island and get eaten by a big spider. There's also Monkey Island and even Bog Island (it's not really an island, well actually it's a pub). The best and most famous island of all though, is Treasure Island where the black spot lives.

▲ Bad ass boss? No bovver!

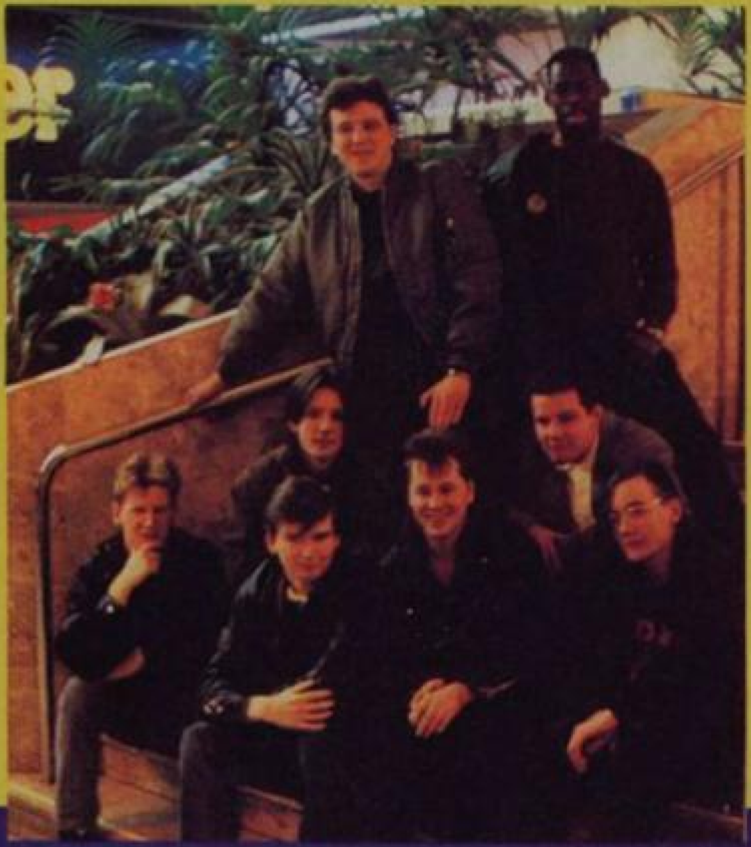
SUPER NES

GRAPHICS	88
SOUNDS	93
PLAYABILITY	85
LASTABILITY	85
OVERALL	**87**

ENTURE ISLAND

ARCADE ACTION

When the Funland arcade at the Trocadero in London's Piccadilly Circus set up four Final Lap II machines for eight-player simultaneous racing laffs, the CVG heroes just had to give it a go! After all, Final Lap II is THE best-ever racing game yet seen! So, stopping only to round up the staff from sister magazine MEAN MACHINES, we rushed off to the West End for some serious pedal-to-the-metal fun and frolix in the amazing Arcade Action Grand Prix Challenge!



THE BOY RACERS...

TIM BOONE (CVG): The man who drives the crappiest Vauxhall Nova 1.2 in the entire world had a lot to prove. Would he fill his pants at speeds above 32mph?

FRANK CONNOR (CVG): Ever since he took a ride in Jazza's Peugeot GTI he's suffered from accelerophobia - fear of going around corners at high speed. Could the man Frankie stop shaking on the day?

PAUL RAND (CVG): Self-acclaimed Final Lap II Champ - high things were expected from the man who aspires to a Ford Capri but has to make do with an out-of-date bus pass instead...

OZ BROWN (MM): Self-acclaimed Final Lap II Chump - low things were expected from the man whose only driving experience is a pedal car.

JAZ RIGNALL (CVG/MM): Put him in a car and he grows a pair of horns, a forked tail and breathes fire. Then his brain switches off and he's ready to roll...

RICHARD LEADBETTER (MM): The ice man - but inside that cool, suave exterior is a raving lunatic just waiting to snatch up that wheel...

RADION AUTOMATIC (MM): The man with the brightest haircut in town... and the saddest driving abilities anywhere.

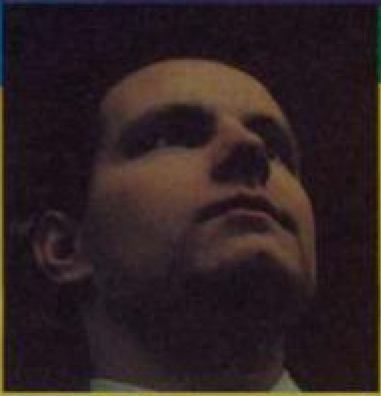
GARY HARROD (MM): Old Toblerone bonce as he's known (check out that haircut!) is UK Streetfighter II Champion - but is he a Final Lap II shambling baboon?

RACE ONE - USA

The Championship started off on the simplest track to give everyone a fair chance - and the race certainly proved exciting. With a screech of tortured engines the racers burned off - leaving skid marks all over the track whilst sad Rad and Gary left a few in their underwear! A five-car pile-up at the first corner left smug-boy Jazza lagging miles behind and Britain's arcade superstar never caught up with the pack. Instead it was headed by Paul Rand, who won the first race and decided to be an annoying Northern git by yelling it to everyone.

As you can tell from his pallid and wan ▲ expression, sad Paul Rand is losing.

▲ *Mr Psycho himself, Jazza uses his Southend seafront XR3i-bashing driving tactics to smash his way to the front.*



▲ *A study of concentration as Frank works out which combination of gears and pedals make his car move forward.*

RACE TWO - USA

The **Mean Machines** morons had their hour as they sped off, working almost as a team to shut out the **CVG** boyos. But then a horribly sad display of gibbon-like driving resulted in Oz spinning out of control in front of Tim, Paul and Gary - taking them all out in one go. While Jaz, Rich 'n' Rad laughed their self-satisfied way around to the chequered flag, the rest of the field limped around to a shambling finish as laughter filled the air...

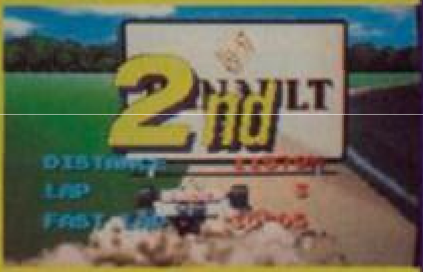
3rd
DISTANCE
LAP
FAST LAP
NO LAP

RACE THREE - ITALY

The third race turned into a veritable scrap, Tim, Rich and Jazza fought for the lead. On the last hairpin turn, baboon boy Rignall tried to force the other heroes off the track but only succeeding in spinning off - leaving Rich to grab the honours and Tim to amaze himself with second place. Way back down the track, **CVG** and **Mean Machines** sad shufflers Frank, Gaz and Oz showed in graphic detail the true meaning of the dribble-drive as they (s)crapped for 6th, 7th and 8th positions.

◀ *Would you trust a man like this with your racing car?*

5th
DISTANCE
LAP
FAST LAP

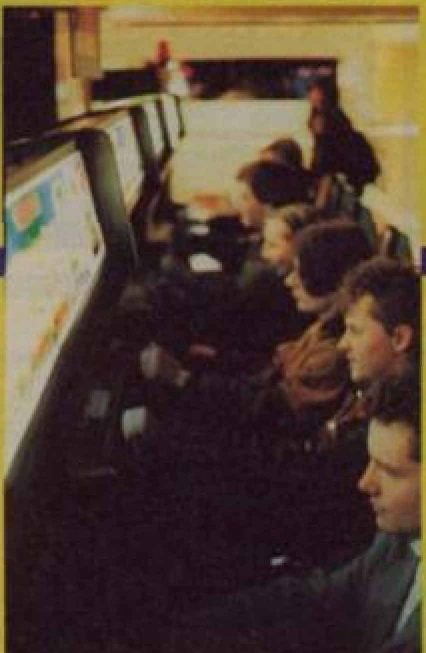


▲ *Look, he's all lonely - it must be Frank O'Connor*

▲ *On the grid...*

RACE FOUR - ITALY

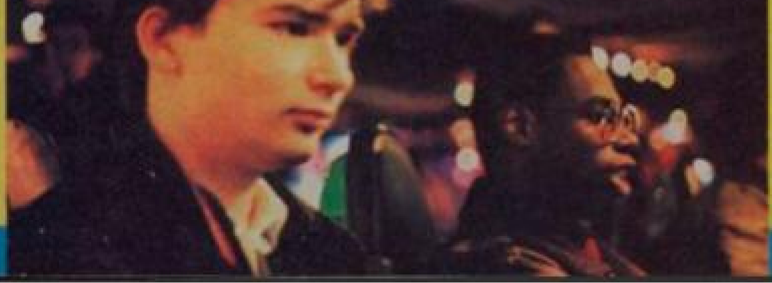
That freak of nature, Radion Automatic, had a freak of fortune when he sailed past the finishing post to pick up the honours in race four! Paul Rand had spent the entire race breathing down his neck (ugh!) in an attempt to try and grab some of the glory he thought he so thoroughly deserved. Meanwhile, after a poor start, Tim had fought valiantly thought the field to come a close third - while Frank, Oz and Gaz were at the rear with yet another whiffy display of low quality crapdom.



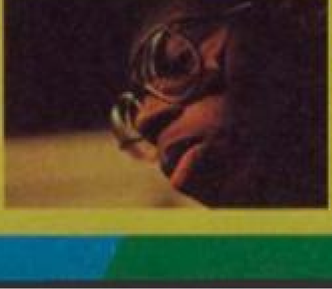
RACE FIVE - MONACO

The twisting, narrow track of Monaco certainly sorted the men out from the boys. Gary Harrod had a moment of glory when he streaked ahead, but the dozy dobber-head forgot to use his steering wheel when he came to a hairpin bend and ended up wrapped around a tree! Paul 'n' Jaz struggled in a bitter battle of monstrous egos - and it was the miserable Northerner left wanting as the lad who recently smashed up his Peugeot GTI streaked past the finishing post first!

▲ *Way out in front - it must be Rignall again!*



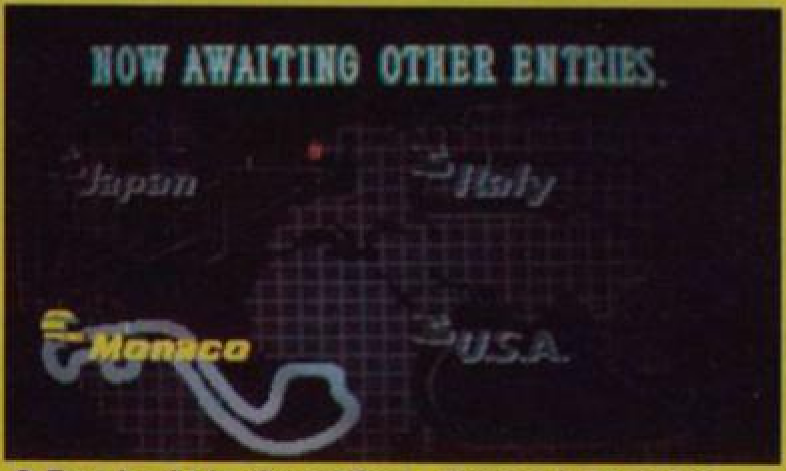
◀ *Ice man Rich burns rubber.*



◀ *Oz Brown working out how to go forward...*

ARCADE ACTION

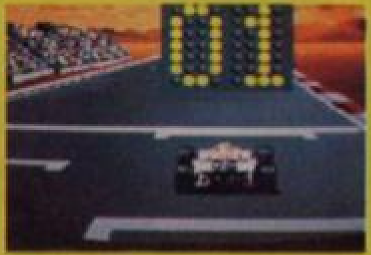
AWAITING ENTRY
INSERT COIN
CLOSING WITHIN
4 SEC


NOW AWAITING OTHER ENTRIES.
Japan
Italy
Monaco
U.S.A.

▲ *Four tracks to choose from - Monaco is by far the most difficult.*

RACE SIX - JAPAN

How the Last of the Great Virgins, Frank O'Connor, won Race Six is such a big mystery that Arthur C Clarke is coming along to investigate. Maybe it was due to the fact that Frankie boy managed to careen unscathed through the seven-car pile-up that occurred on the starting grid and notch up such a humungous lead that nobody could catch him! We'll never know...

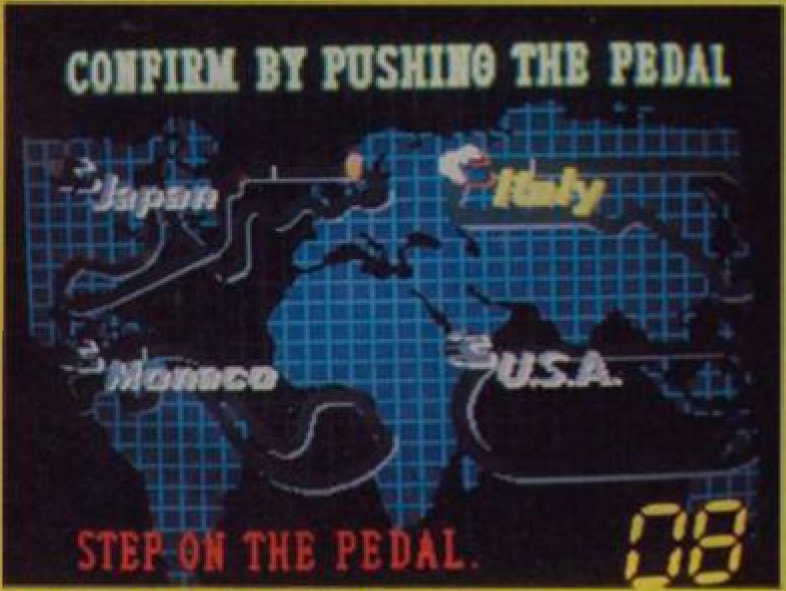


RACE SEVEN - USA

Back on the oval track it was back to the battle of the egos as Jaz, Rich and Paul discovered that the track wasn't big enough for the three of them. Many disgusting, filthy, underhand tactics were in evidence as Jaz bumped both Rich and Paul off the track (to which Paul screamed something about dirty bar stewards, whatever than means) to come first. Tim sadly gave us a veritable clapped-out Robin Reliant of a performance and came such a sad shambling last that everyone else forgot he was still going...

D'ALIA
NAMCO FINAL LAP2
namco

NAMCO FINAL LAP 2
WINNER
RESULTS
ITALY GP
TOTAL TIME
FASTEST LAP
RANK


CONFIRM BY PUSHING THE PEDAL
Japan
Italy
Monaco
U.S.A.
STEP ON THE PEDAL.
08

▲ *All set for Italian antics!*

RACE EIGHT - ITALY

The boy Rand had the last laugh in Italy as he scooted to victory, leaving Jaz 'n' Rich eating his dust. Frank popped up in fourth, with Gary fifth. Tim, lagging far behind the crowd looked a dead cert for eighth, but Oz Brown managed to snatch defeat at the very last moment with another handling debacle as he span off on the last corner, leaving Tim with a grin on his face as he zipped past to take seventh!

▼ *Approaching the hairpin on the Italian circuit.*

THE BIG RACE RESULTS!

RACE	1	2	3	4	5	6	7	8	TOTAL
JAZ	8	1	3	4	1	2	1	2	58
PAUL	1	6	4	2	2	5	3	1	54
RICH	5	2	1	5	3	3	2	3	52
RAD	2	3	5	1	6	8	7	4	39
FRANK	3	4	8	7	5	1	4	6	36
TIM	4	5	2	3	7	6	8	7	31
GAZ	6	7	7	8	4	4	6	5	25
OZ	7	8	6	6	8	7	5	8	17

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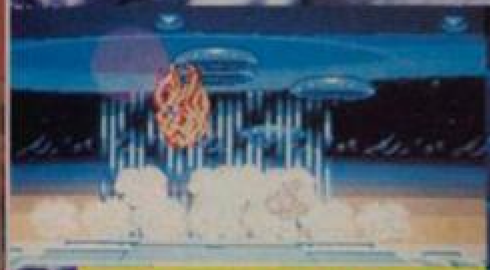
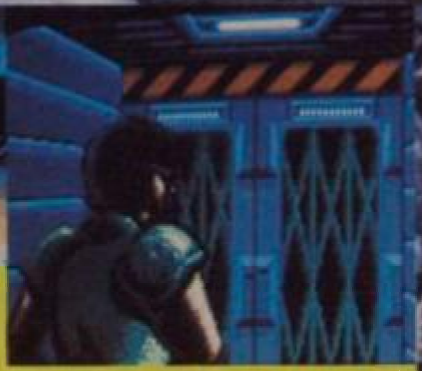
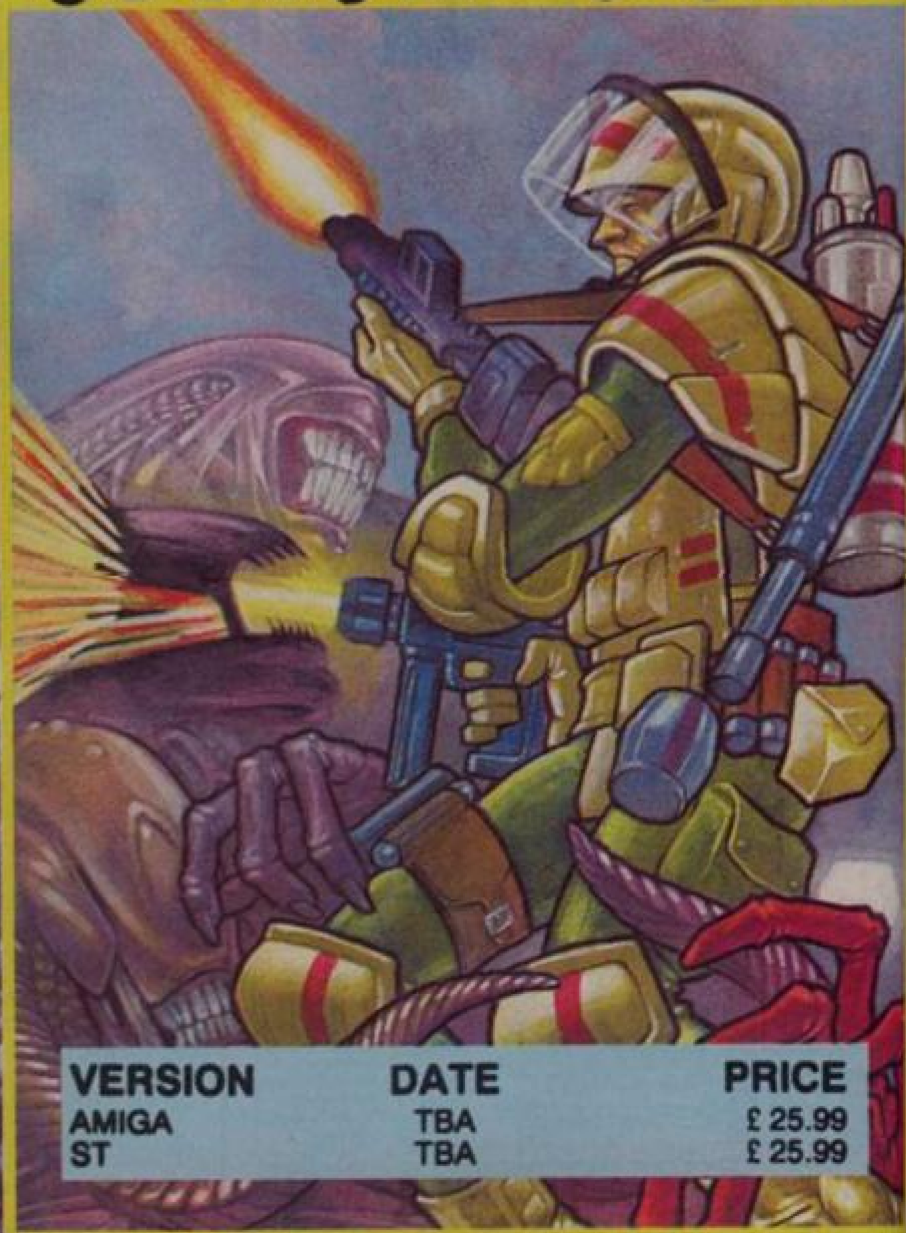




SPACE GUN

OCEAN

Taito released the Space Gun coin op last year and the combination of a truly massive screen and the Op Wolf style of play made it something of a minor hit. The object of the game is simple, just walk through the labarynthine passages of a spaceship, removing any aliens you encounter with your big gun! You also have to rescue human hostages as they try to escape from the twisted alien space fiends. The graphics are reminiscent of the Aliens movie, with hundreds of slimy space critters roaming around the dark, smelly ship. The arcade game featured some impressive sprite scaling and rotation, but this has been lost from the Amiga conversion. The graphics though, are still quite nice and the version we saw had some lovely animation. It's a game for one or two players and with a pal, the game takes on a whole new dimension. Teamwork and cooperation are the order of the day (as well as a bit of competition to grab the extra weapons). The game can be used with mouse or keyboard, but ideally you should play it with the Trojan light gun.



VERSION	DATE	PRICE
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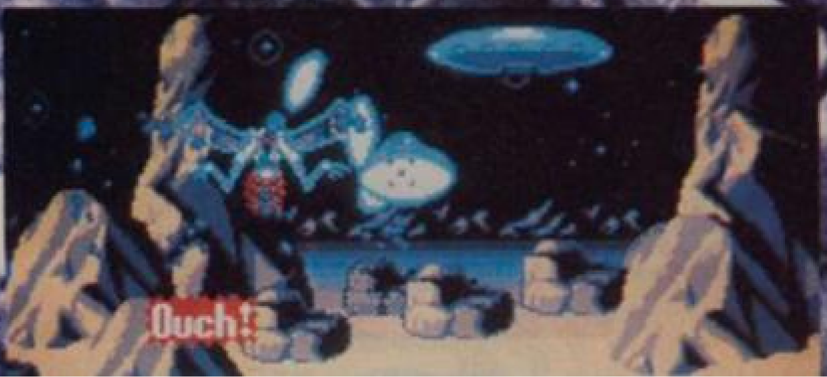
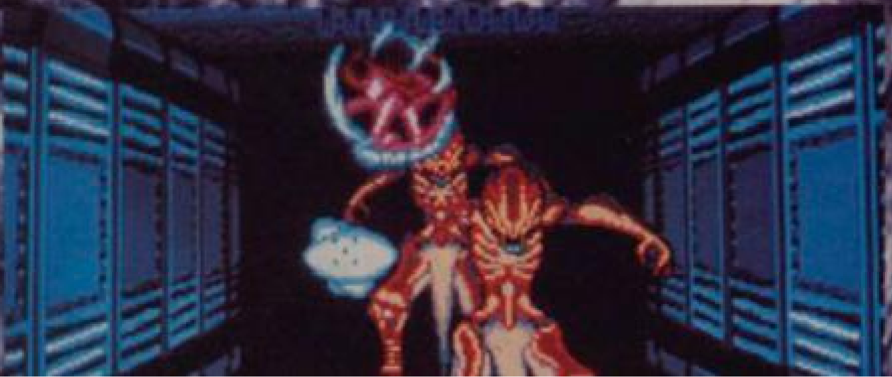
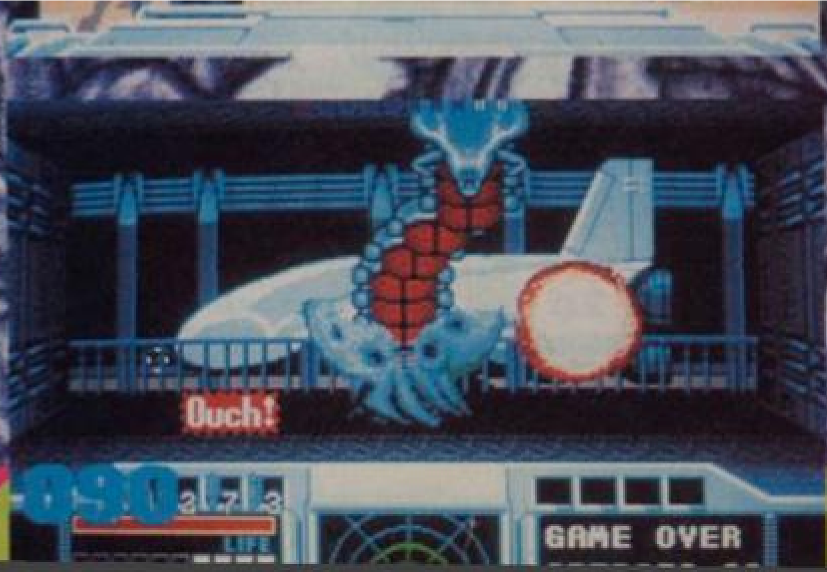
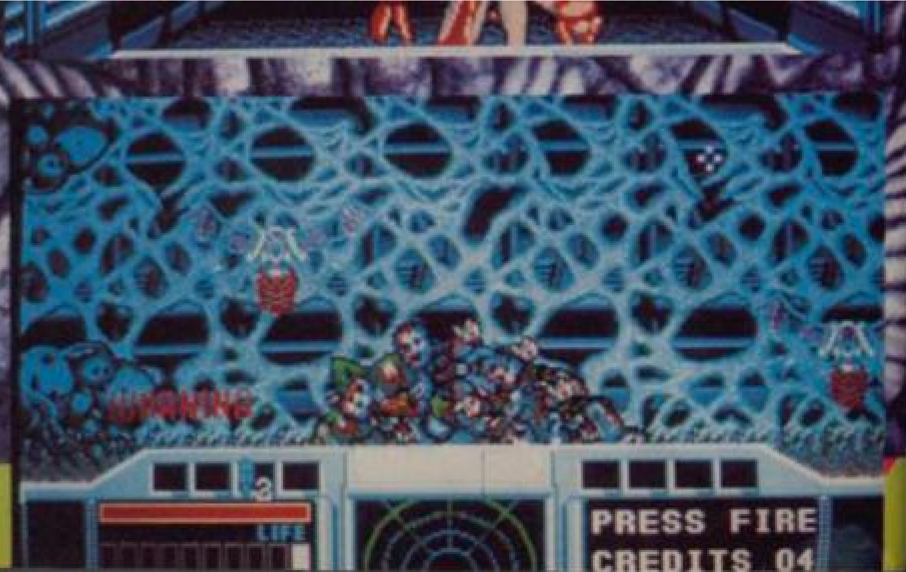
ST	TBA	£ 25.99









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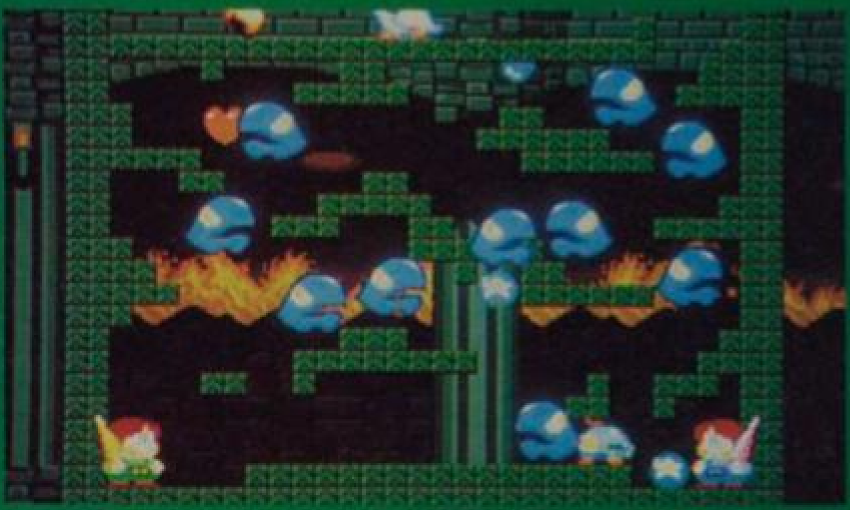
PARASOL STARS



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PARASOL STARS
OCEAN

Parasol Stars is an arcade license with a difference. It was never in the arcades. This smashing Taito game is the third in the Bubble Bobble series and is a direct successor to Rainbow Islands. The game only appeared on the PC Engine, but Ocean have recognised its potential and snapped it up. The game has been programmed in-house by Ocean's own boys and from what we've seen, it's identical to the original Engine game. The game looks very much like Rainbow Islands, but instead of rainbows, you have to use an umbrella as a weapon. You can whack the baddies as you leap from platform to platform, but smart dudes will collect the raindrops. These drip from platforms and can be caught on the top of the brolly. The more you catch, the more power you build, letting these raindrops go, unleashes a massive burst of power. There are the usual Rainbow Islands hidden screens and bonuses, as well as a few secret treats that weren't in the PC Engine game. The graphics are cute, the gameplay simple and this game has all the makings of a massive smash hit.

VERSION	DATE	PRICE
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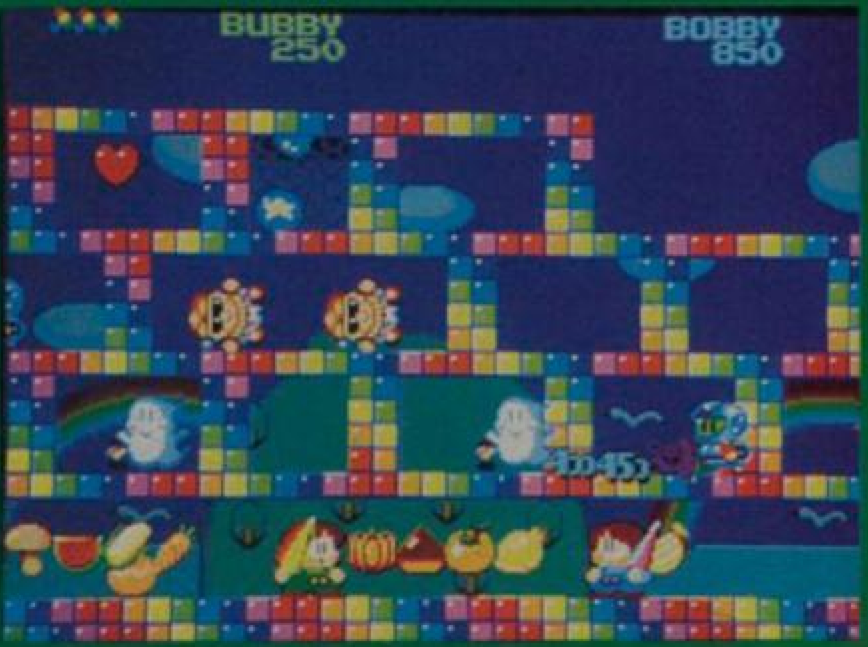

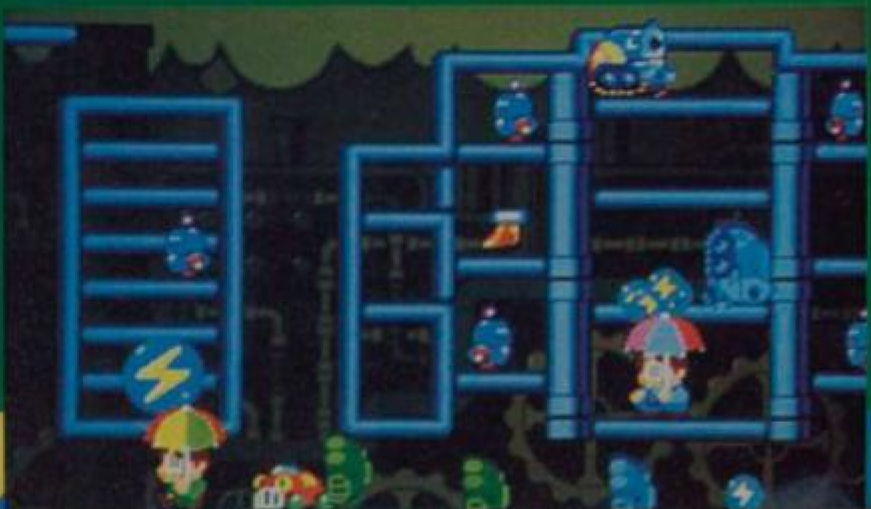

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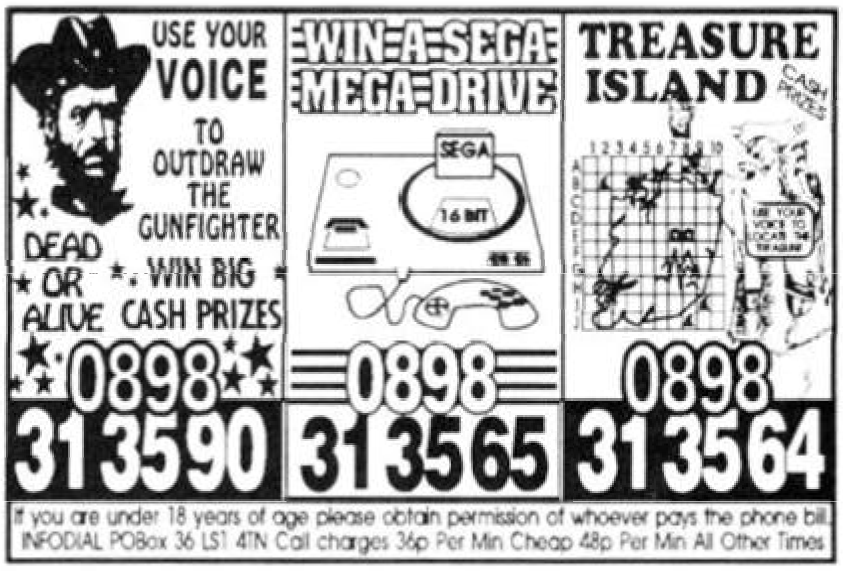
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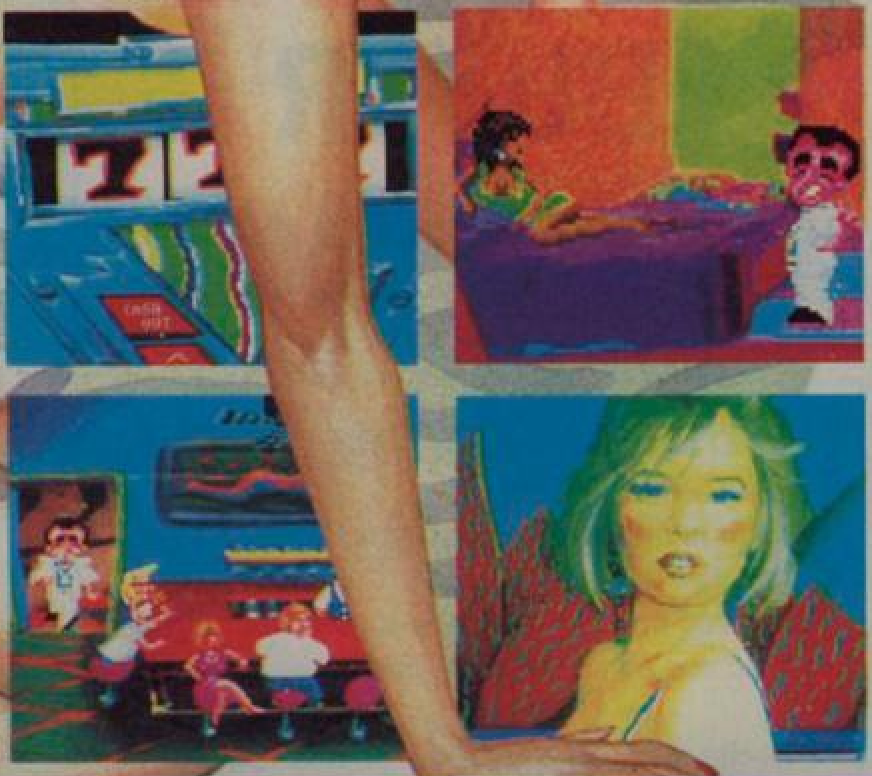
PREVIEW

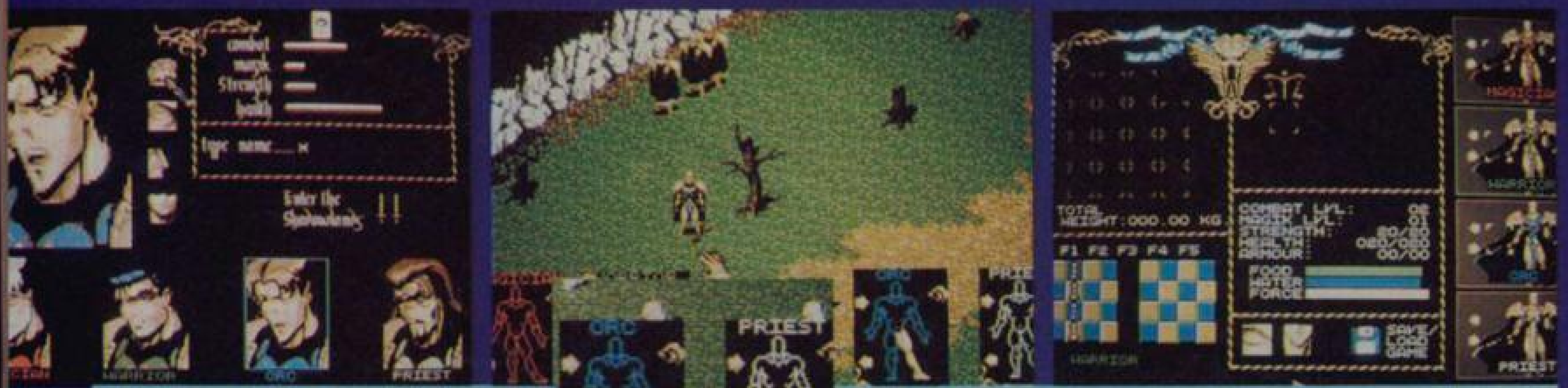
LEISURE SUIT LARRY

SIERRA

Ha! Leisure Suit Larry, the sadly dressed and infinitely lecherous pervert from the famous Sierra PC games, is about to appear on the Amiga. This means you'll be able to pick up girls, watch strip shows, gamble illegally and perform all manner of seedy tricks. Larry is a sexist pig and it's your task to guide him through a very dodgy adventure. The plot is very, very interesting, but seeing as this is a family magazine, we can't really tell you what it's about. This game has been available (for adults) on the PC for a very long time and it's sequels now number four. This, Larry's first outing is generally considered to be the best of the lot. The Amiga has been put to good use and both the graphics and sound are far superior to the PC version. It's an icon driven adventure, along the lines of Monkey Island, but with a different control system. The Amiga version comes on a massive six disks, so there should be a whole lot of lecherous gaming antics for all you Amiga owning pervs.

VERSION	DATE	PRICE
AMIGA	TBA	£TBA





SHADOWLANDS

DOMARK

In a time when Dungeon Master, Captive and Eye of the Beholder have taken the RPG world by storm, it seems a little odd that someone should try a new formula for the genre. Domark have done just that, with their upcoming release, Shadowlands. This uses an isometric 3D viewpoint, as opposed to the 3D scenario we've all become used to. It borrows influence and ideas from all sorts of games in the genre, but adds a few new features and some brilliantly flexible controls. Basically, you take control of a party of four warriors. It's the same old story, each has different abilities, Wizard, Priest, Warrior etc. You can alter their attributes and powers, but strangely, this is a random process. Obviously these abilities can be improved as you progress through the game. One nice feature in the game, is the use of lighting in the lower dungeons. The torches give off limited light, so you can only see the illuminated sections of the dungeon. The party can walk around as a group, or you can split them up and send each off on a different mission. It's very easy to control the party members and switching between them is simplicity itself. We've seen a nearly finished version and the game is looking good! Look out for a review soon!

VERSION	DATE	PRICE
AMIGA	TBA	£TBA
ST	TBA	£TBA

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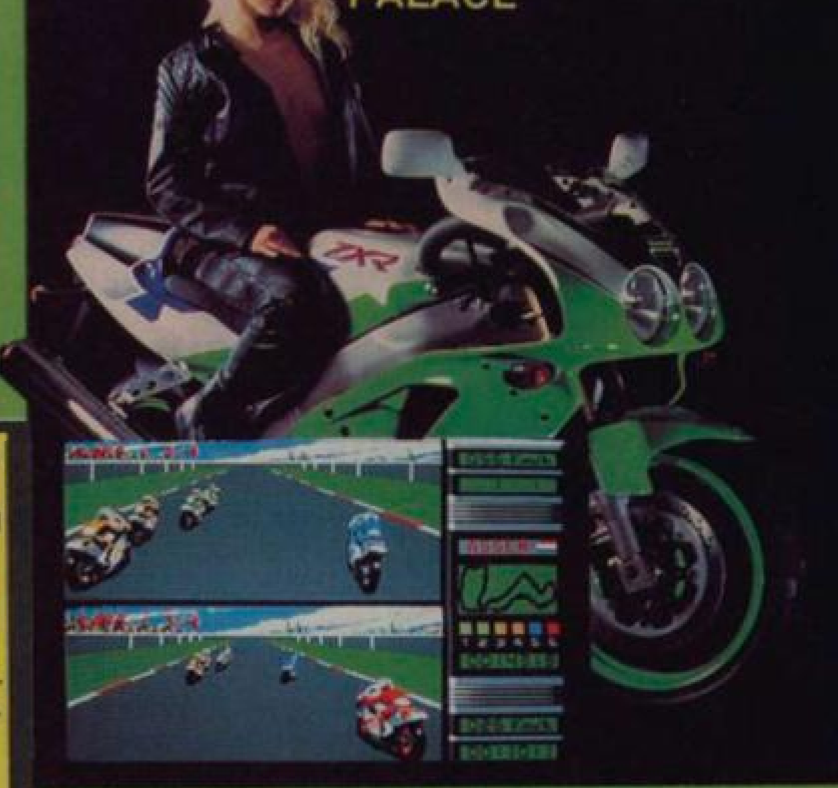
HOT RUBBER - BORN TO BURN

PALACE



Now there's a name and a half - but will the game match up to that cheeky title? Actually, it probably will - 'cos Palace are hoping for great things with this fab-looking little racer. Pull on your posiest black leather trousers, stick a huge helmet over your head and take control of a mega-cool 500cc racing bike for 3D thrills 'n' spills.

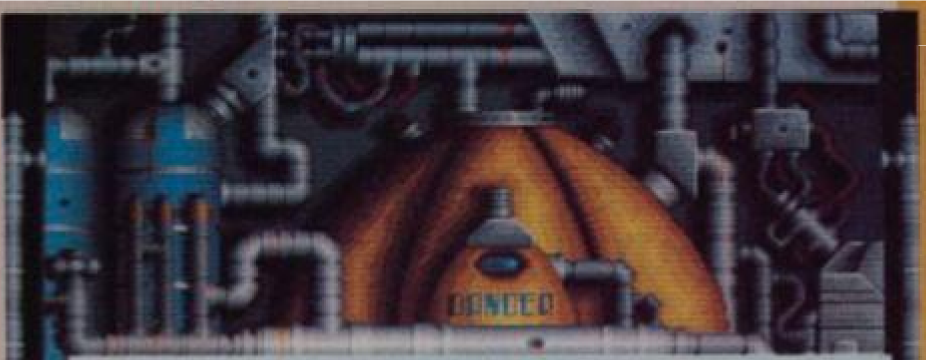
As you can see from these shots, the game is looking well tasty, featuring one or two player laffs across 12 different international circuits, loads of different views and tons of computer-controlled bike boys to burn up. Look out for the game in the Spring, when we'll bring you the full lowdown!

Whoops dept: Last month we printed the picture of this lovely lassie next to Top Racer when this is the game she's supposed to be promoting. It's all the fault of Jon Billington - but we'll let him off 'cos CVG's own boy racer claims her wing mirrors put him off...

VERSION	DATE	PRICE
AMIGA	MARCH	£ TBA
PC	MARCH	£ TBA
ST	MARCH	£ TBA

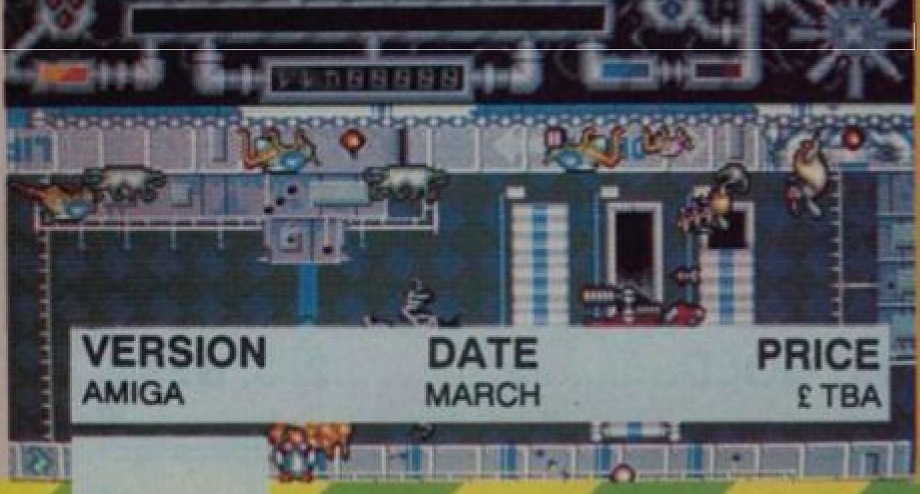
HOSTILE BREED

PALACE

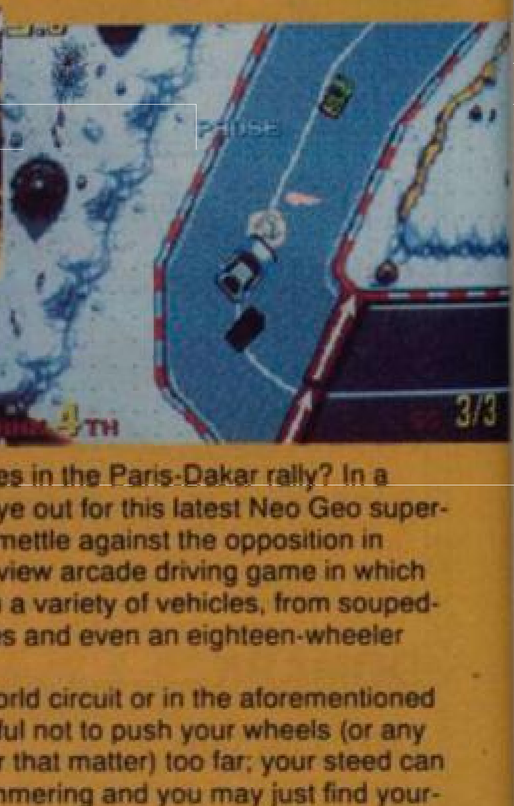


Still with those busy beavers down at Palace - they're set to unleash a brand new shoot 'em up on an unsuspecting world - and it's looking like the biz! Basically you're stuck in this research station and in a bit of bother 'cos all sorts of alien scumbags are overrunning the place and it's up to you to blow 'em back where they came from.

The game scenario, it must be said, borrows more than a little (actually quite a lot) from the Team 17 Amiga smash Hostile Breed. Whether the game plays the same way remains to be seen, but Palace say they'll put you against intelligent hostiles and provide shooter fans with a brand new challenge. Keep your eye right here for more...



VERSION	DATE	PRICE
AMIGA	MARCH	£ TBA

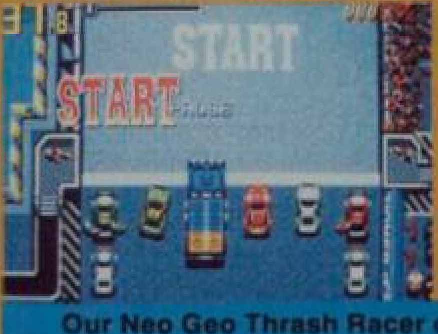


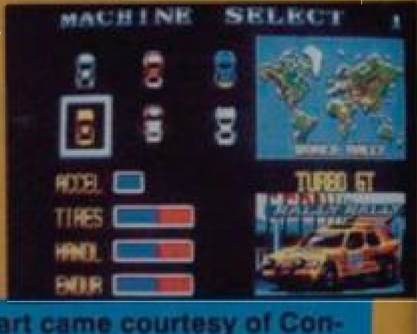
THRASH RACER

SNK

Ever fancied your chances in the Paris-Dakar rally? In a juggernaut? Keep an eye out for this latest Neo Geo supercart and you can test your mettle against the opposition in Thrash Racer, a birds-eye view arcade driving game in which the player can choose from a variety of vehicles, from souped-up racing cars to motorbikes and even an eighteen-wheeler lorry!

Race across either a world circuit or in the aforementioned famous course, being careful not to push your wheels (or any other part of the vehicle, for that matter) too far; your steed can only take so much of a hammering and you may just find yourself a twisted metal wreck, a couple of yards away from the finish line! Wait for the full **CVG** lowdown soon!





Our Neo Geo Thrash Racer cart came courtesy of Console Concepts, who have the game in stock now. Give 'em a bell on 0782 712759 for Neo Geo info.

VERSION	DATE	PRICE
NEO GEO	OUT NOW	£ 110

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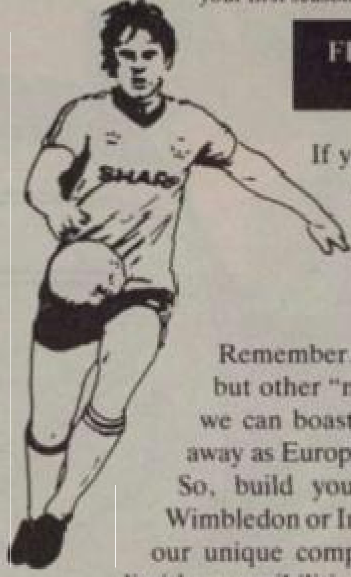

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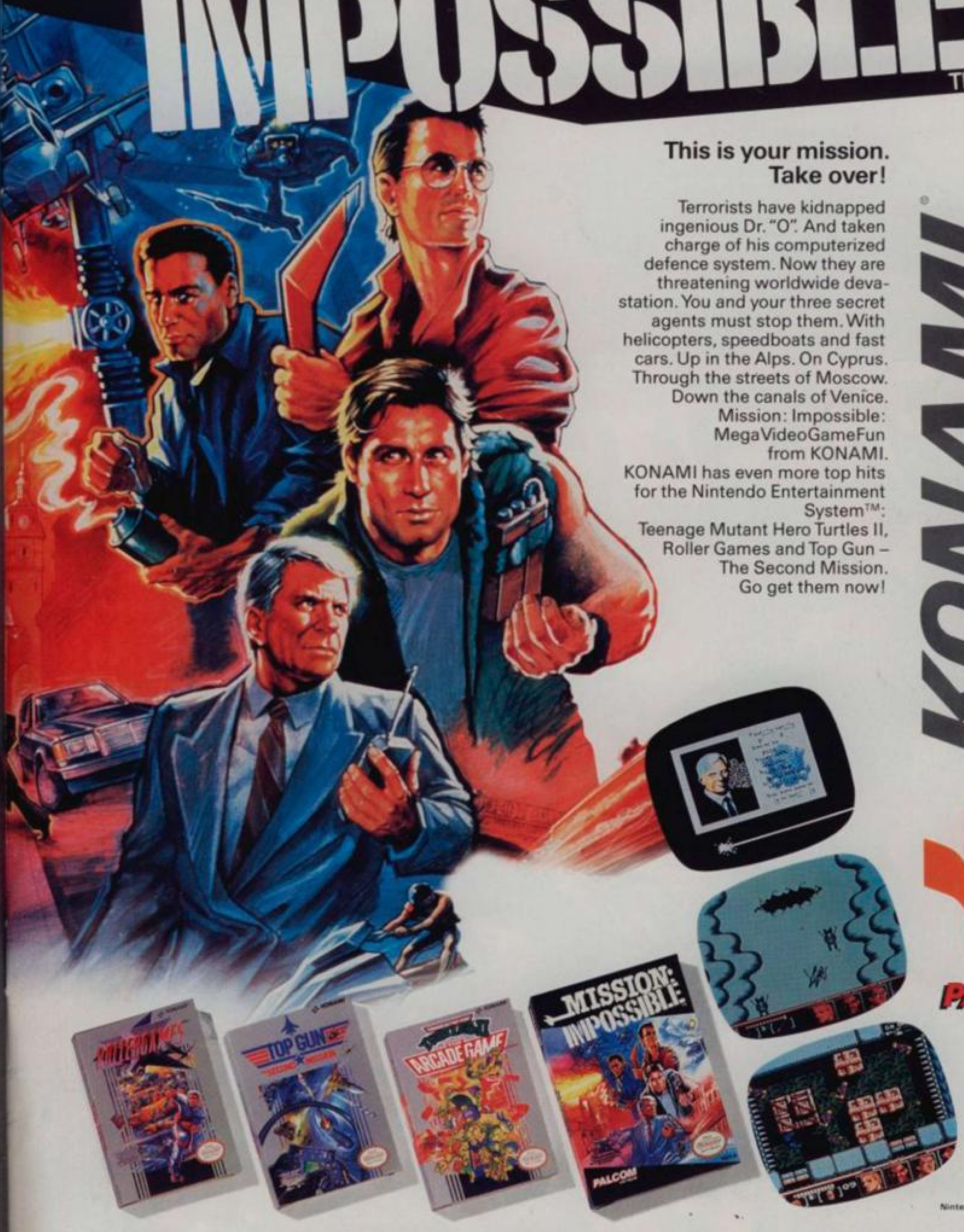

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